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**Makower et al.**

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- (54) **GENERIC MEDIA COVERS**
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- (\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 313 days.

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- (51) **Int. Cl.**  
**G06T 11/00** (2006.01)  
**G06F 17/30** (2006.01)

- (52) **U.S. Cl.**  
CPC ..... **G06T 11/00** (2013.01); **G06F 17/30017** (2013.01)

- (58) **Field of Classification Search**  
None  
See application file for complete search history.

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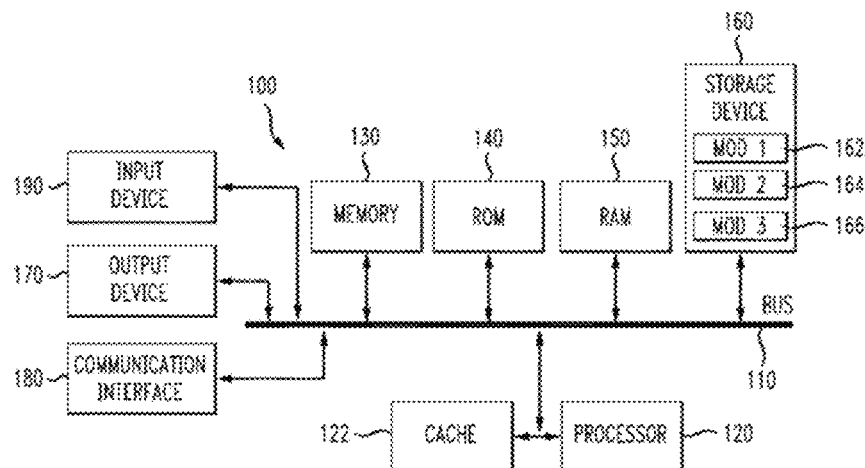
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(57) **ABSTRACT**

Generic media covers can be generated for digital media items submitted by publishers without a personalized media cover. A generic media cover can be generated for a media item by hashing a unique identifier of the media item that remains consistent throughout the life cycle of the media item. Bytes of the hashed value can be translated into graphic parameters which are used to generate the generic graphic. The graphic parameters can be attached to the generic graphic, thus allowing a user to regenerate the generic graphic at a desired resolution at a later point in time. Also disclosed are techniques for ensuring that generic media covers for a bundle of media items appear substantially similar.

**19 Claims, 16 Drawing Sheets**



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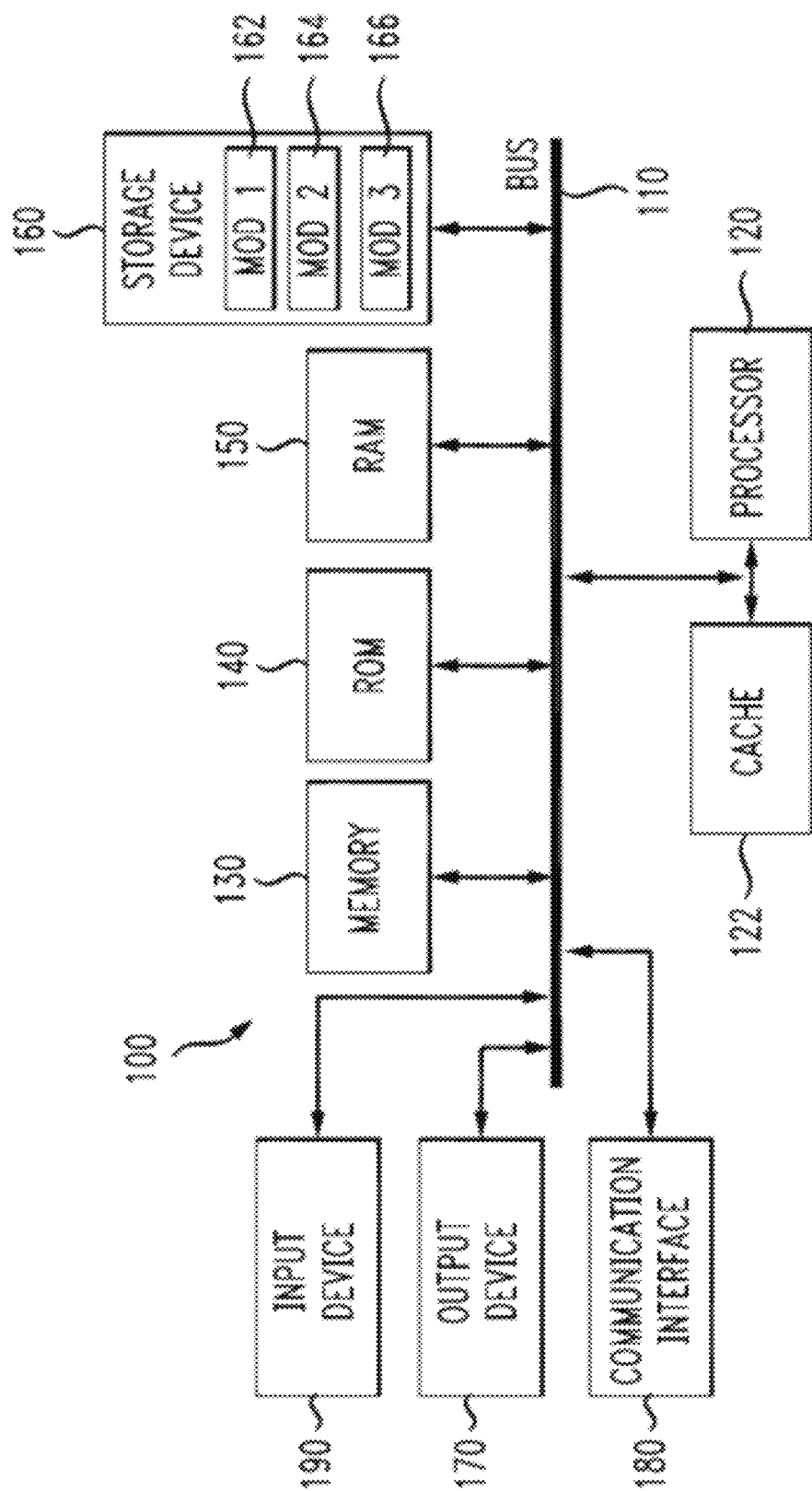
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**FIG. 1**

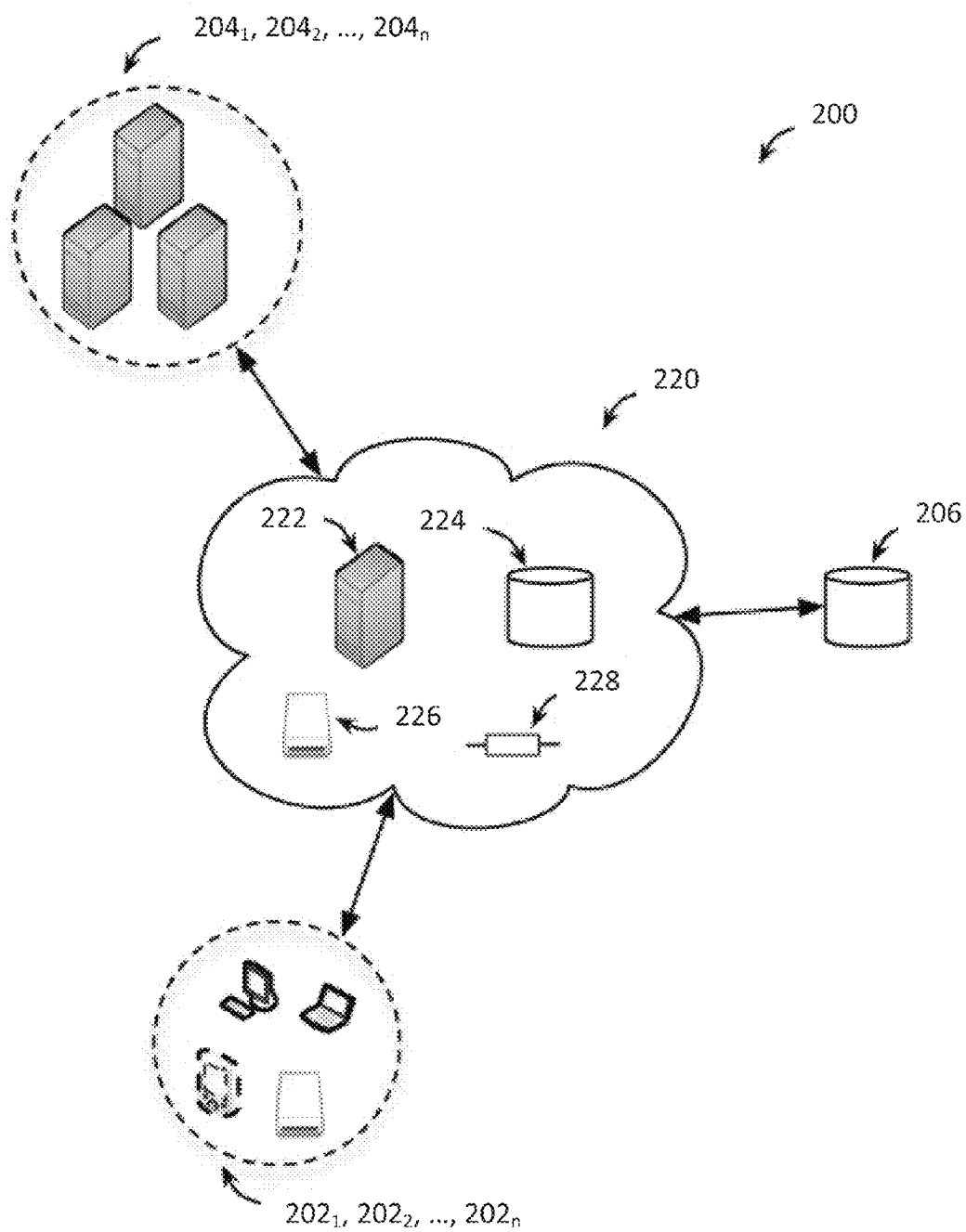


FIG. 2

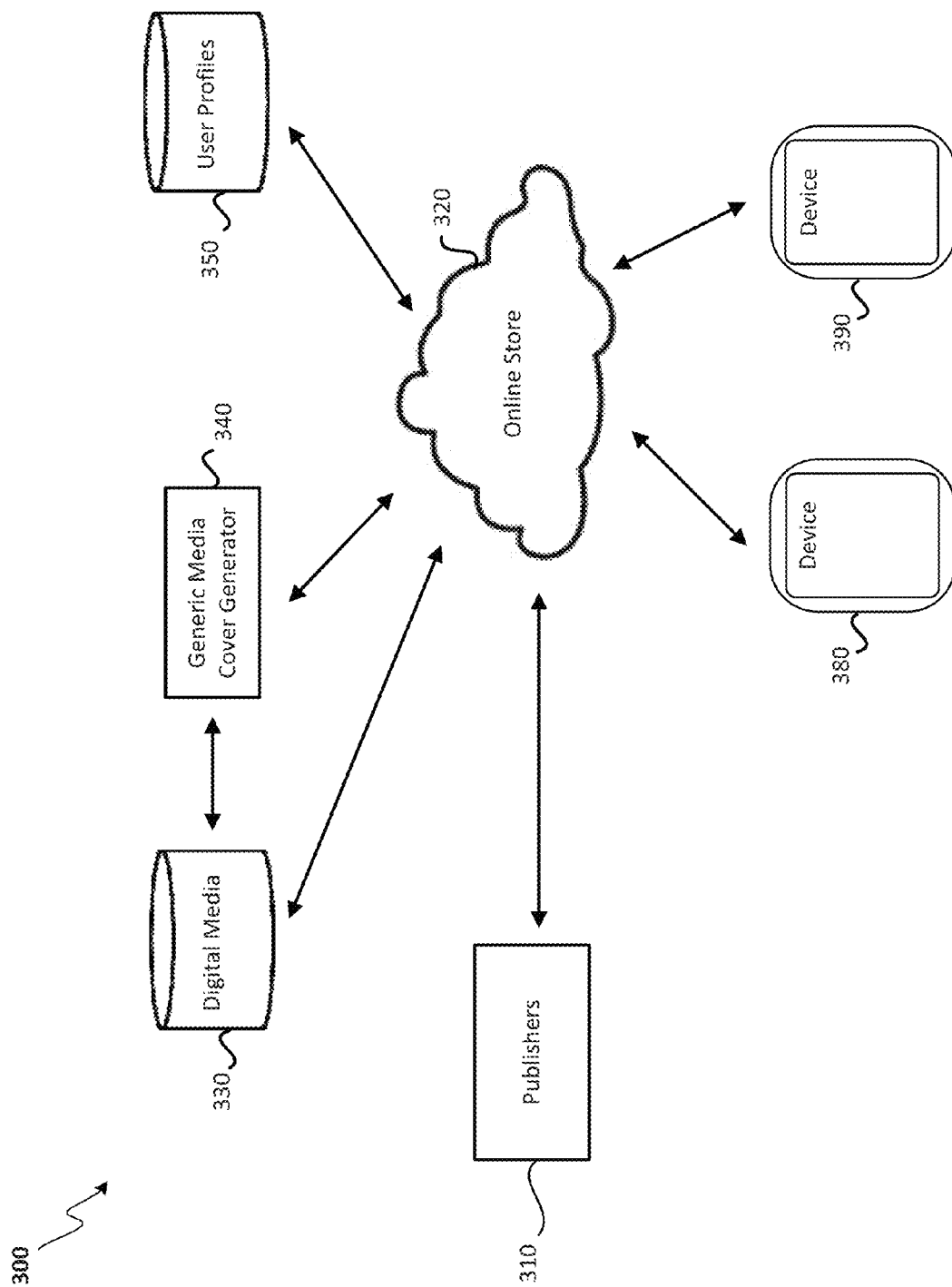


FIG. 3

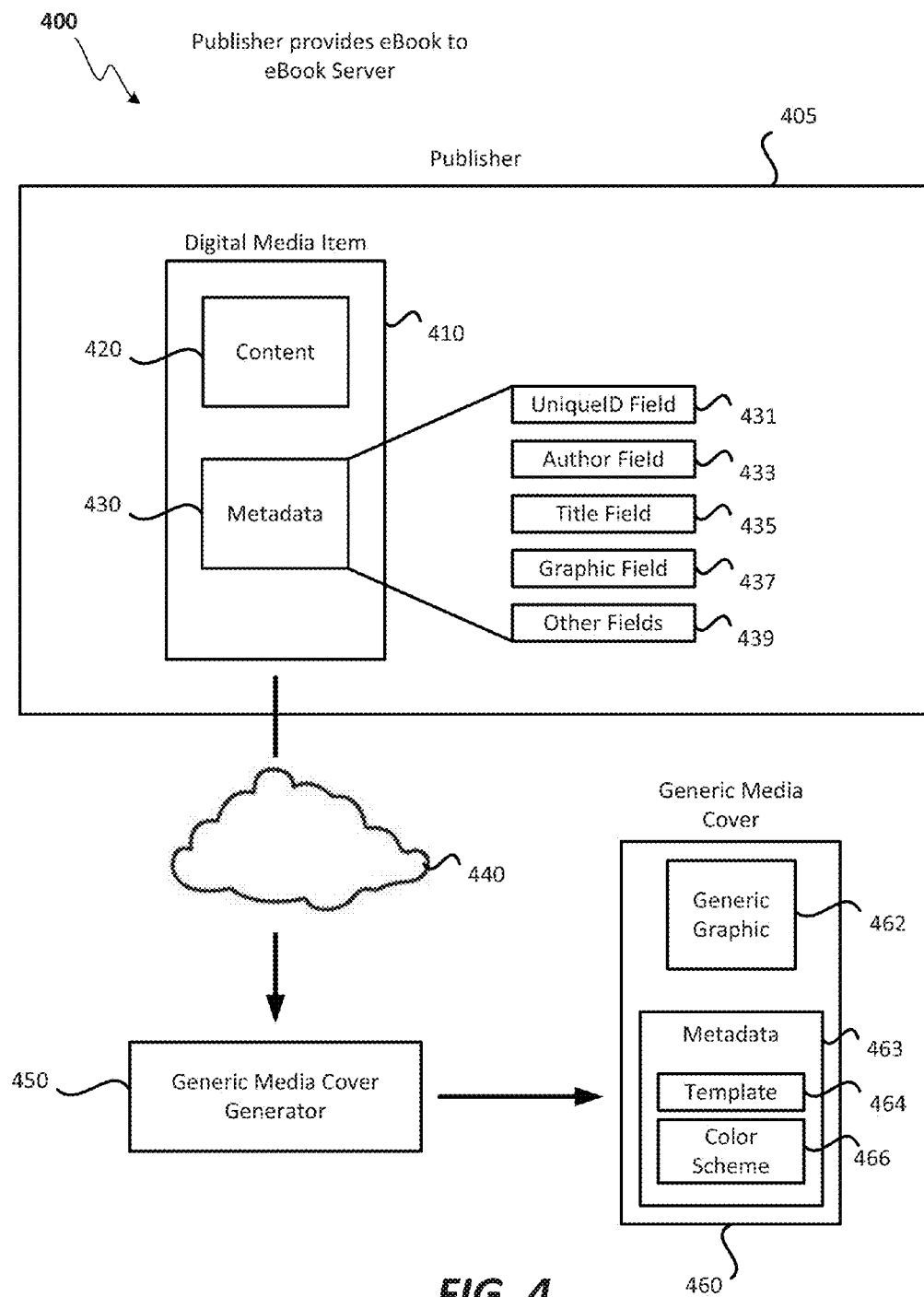


FIG. 4

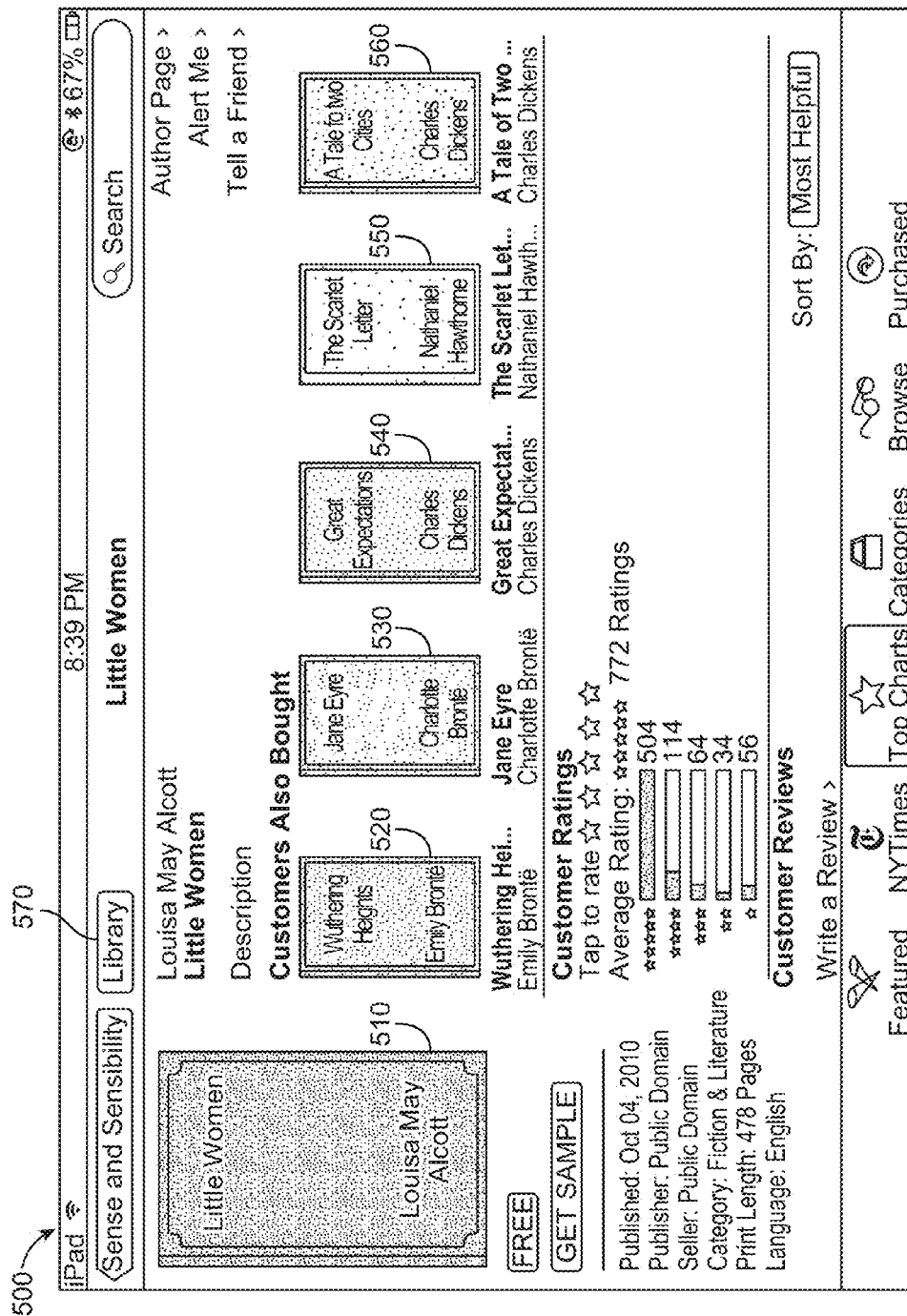


FIG. 5

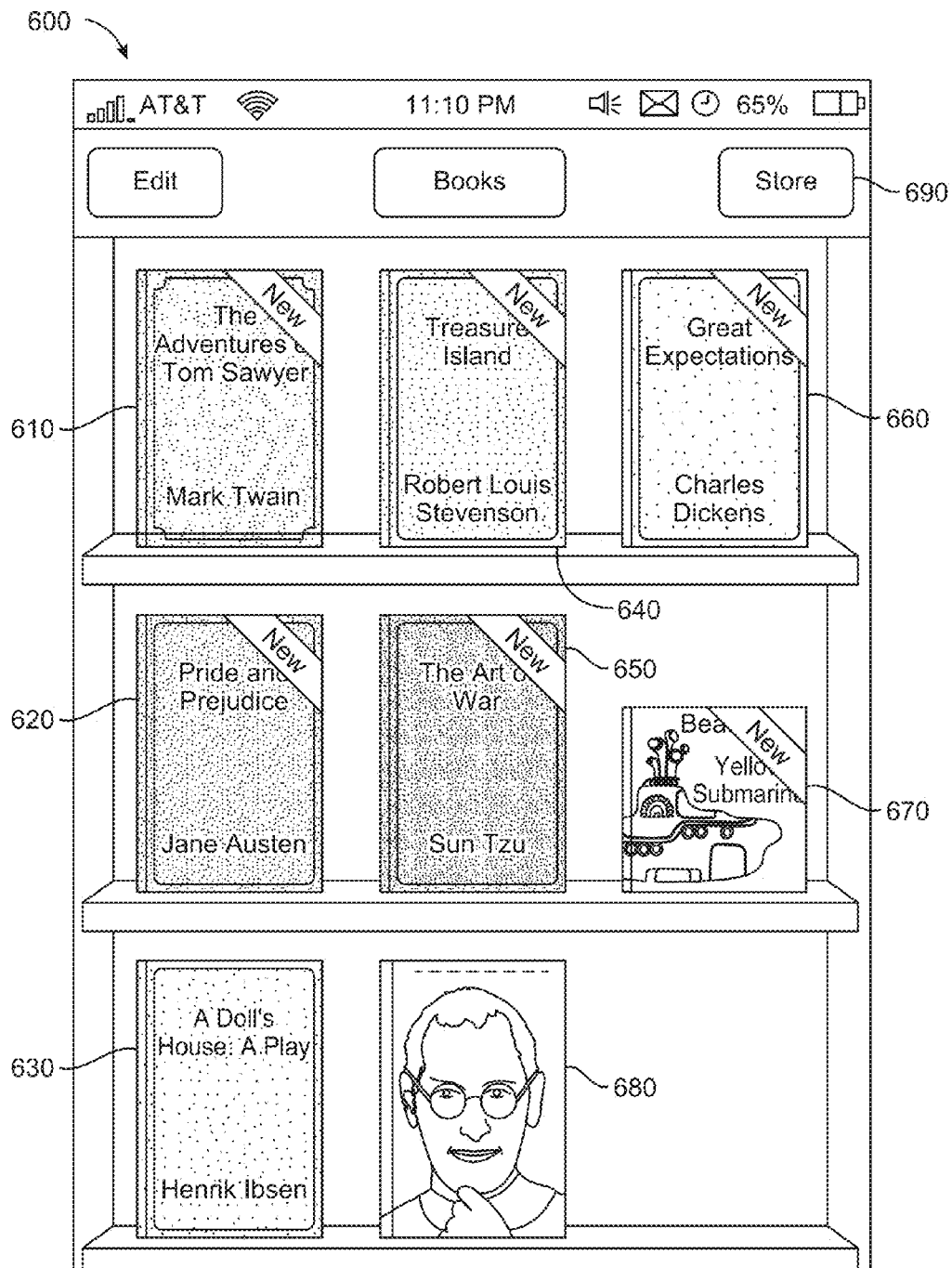


FIG. 6



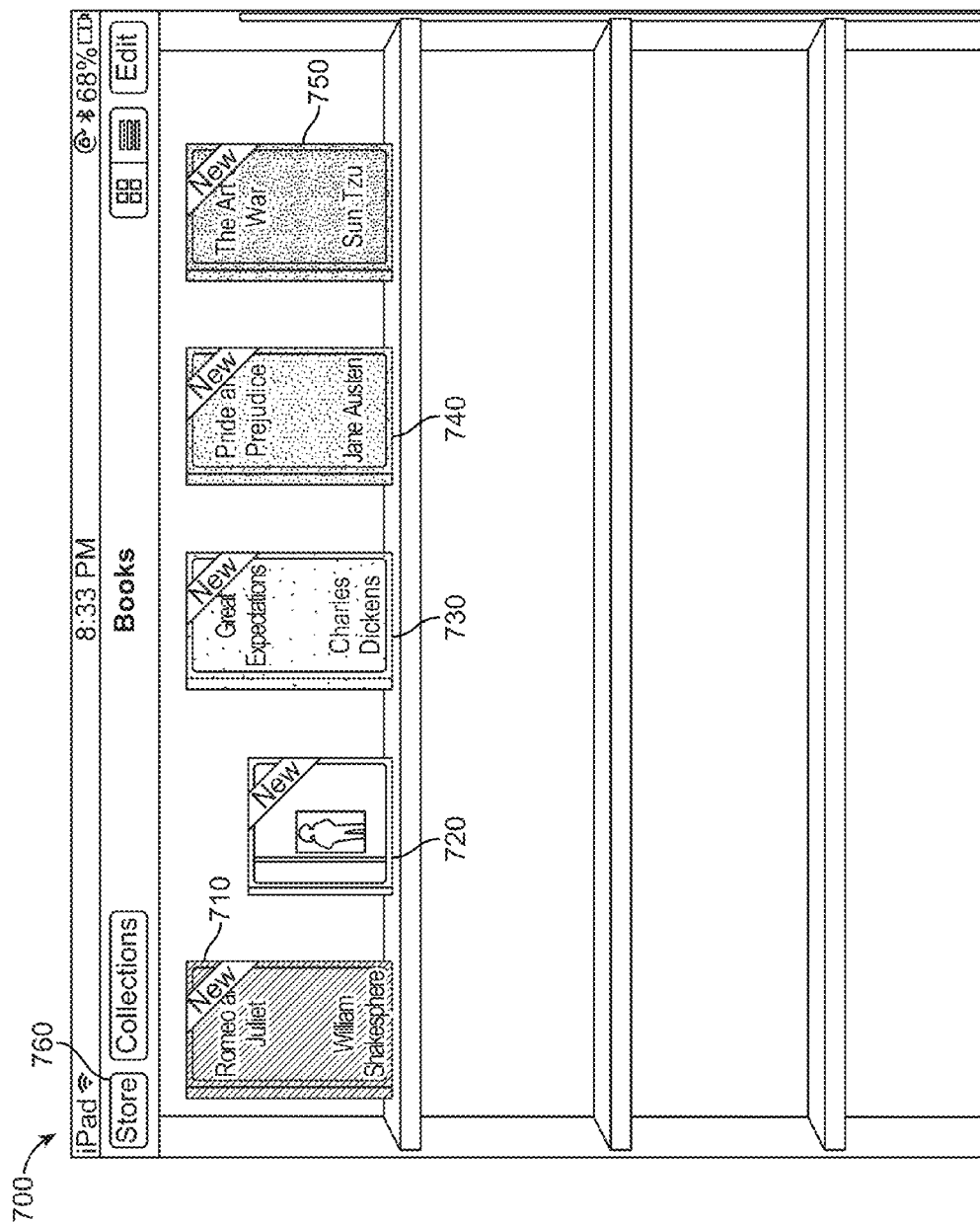


FIG. 7A

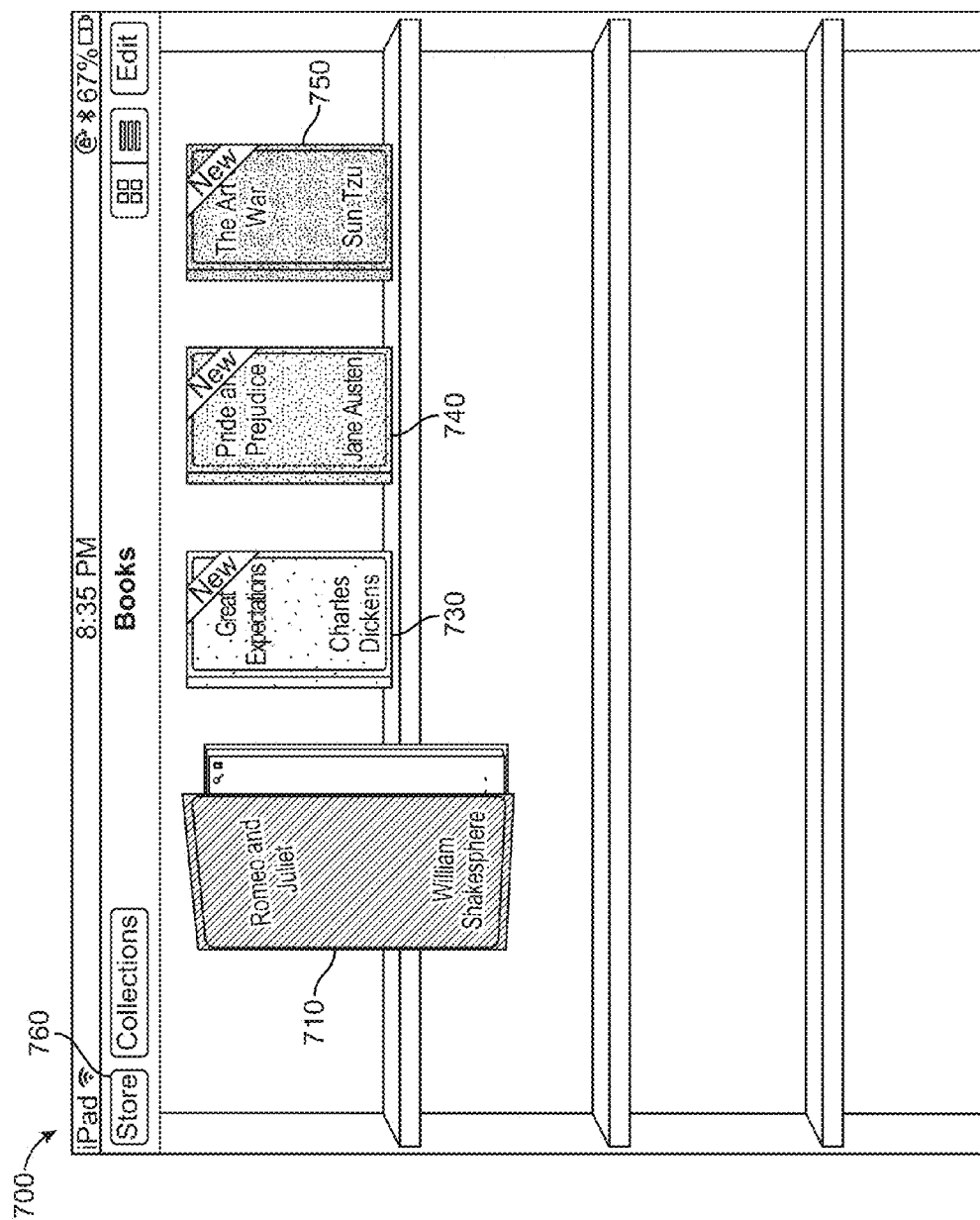


FIG. 7B

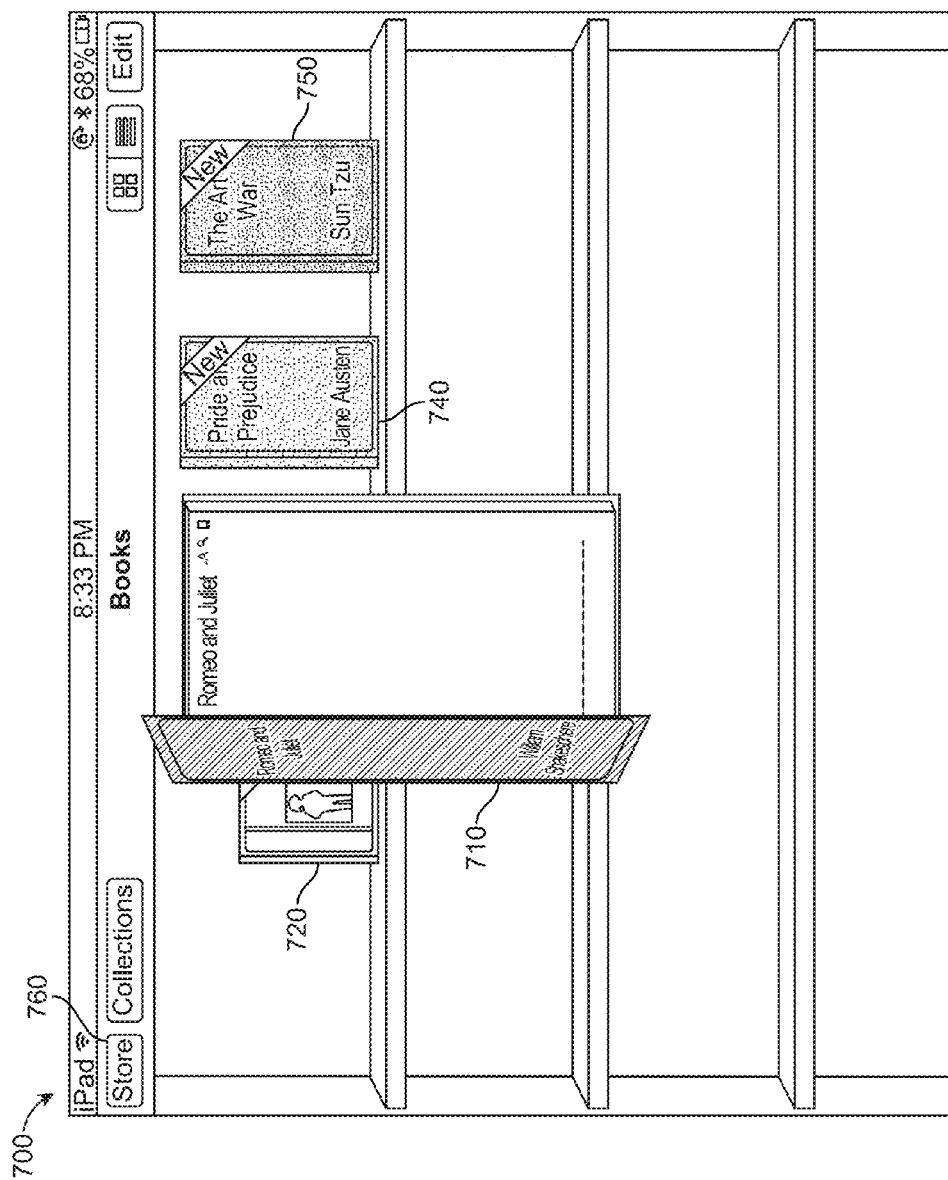


FIG. 7C

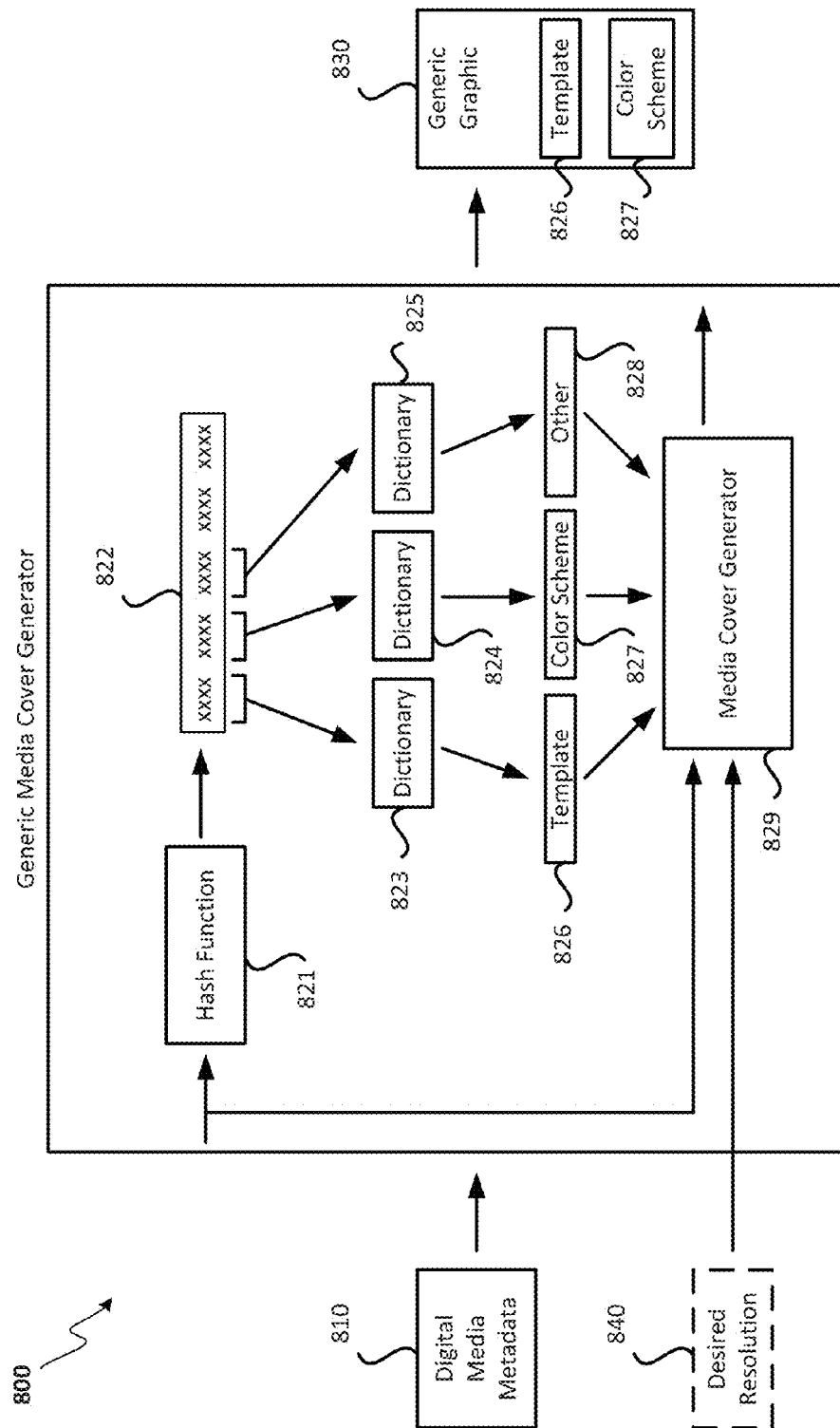


FIG. 8

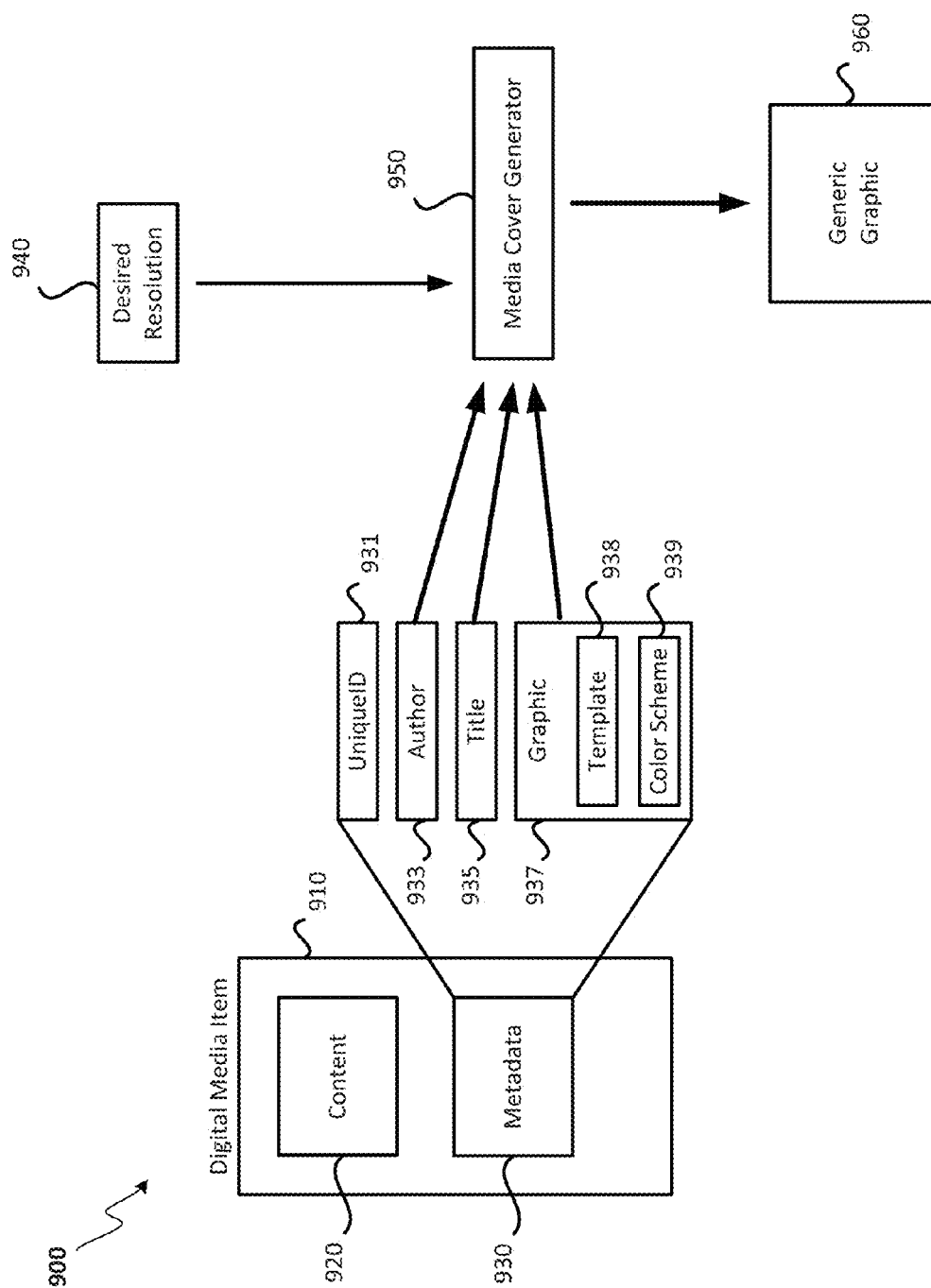
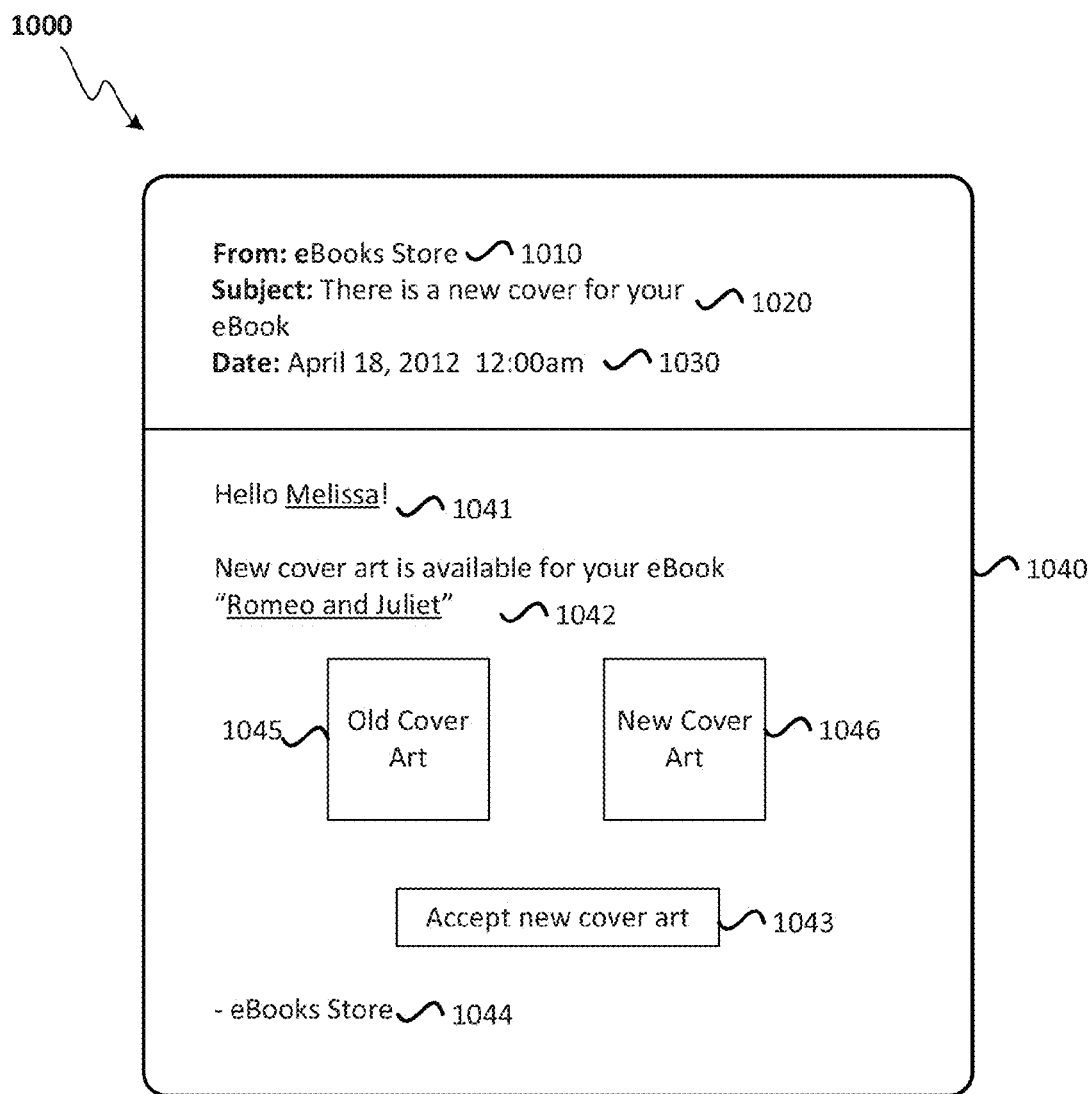
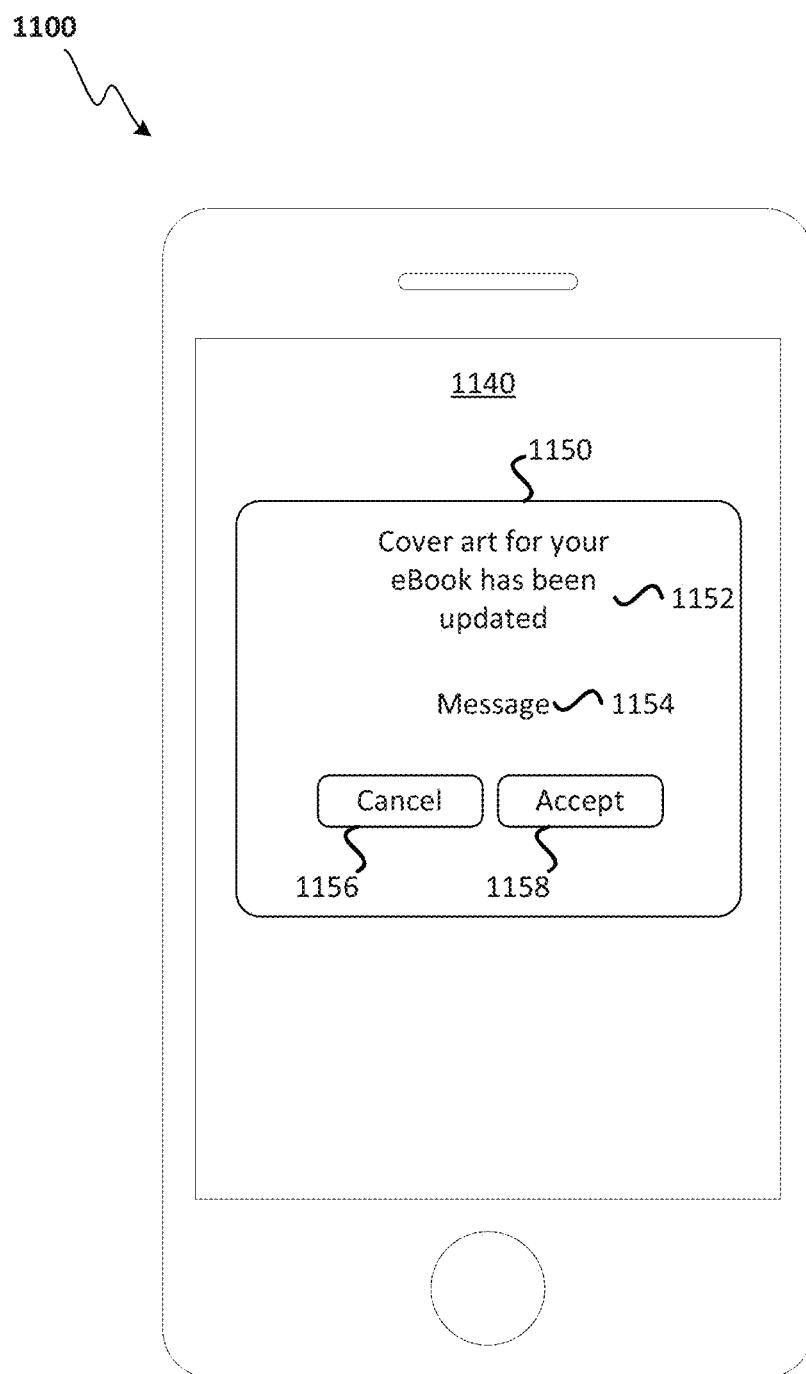
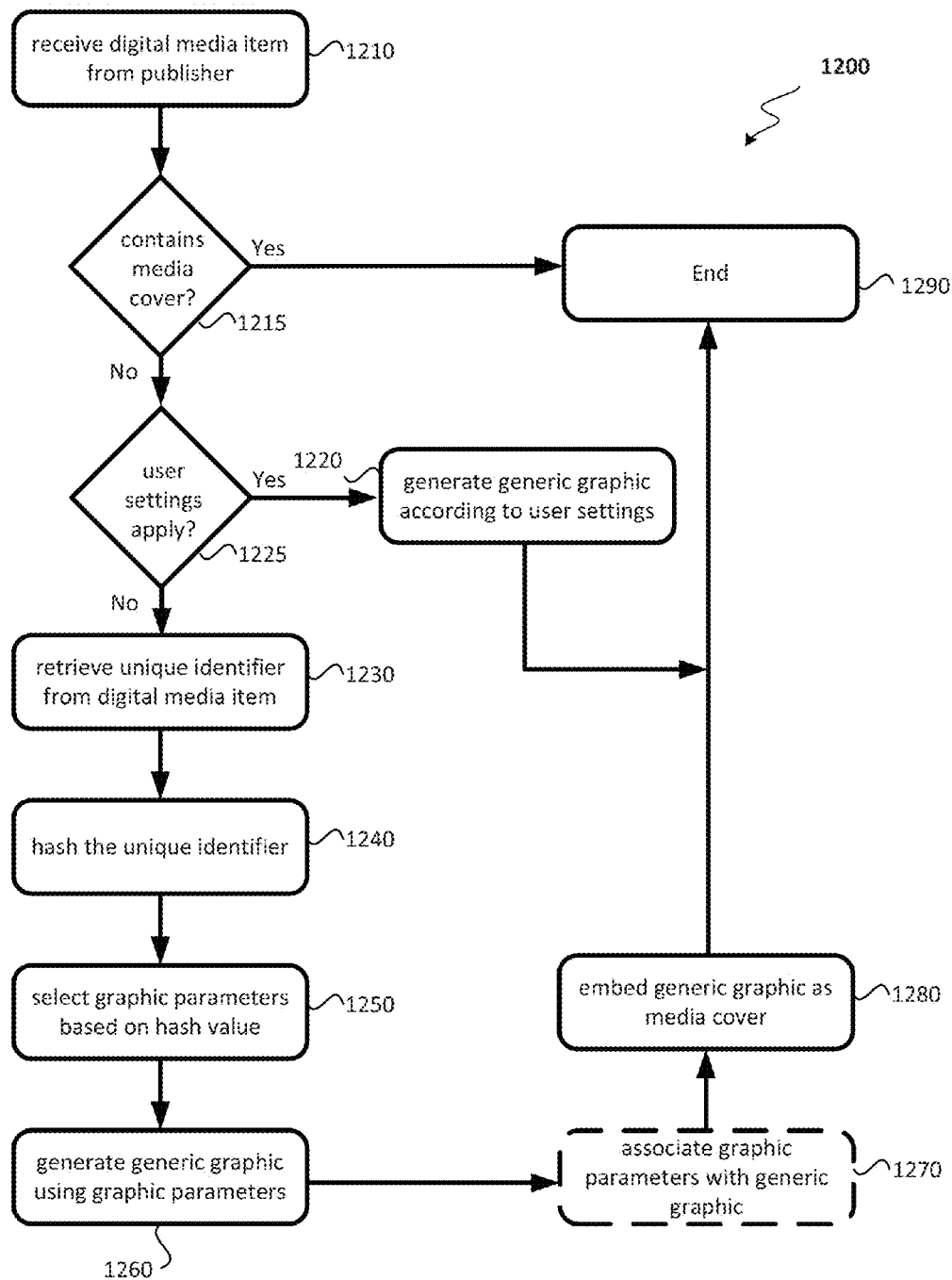


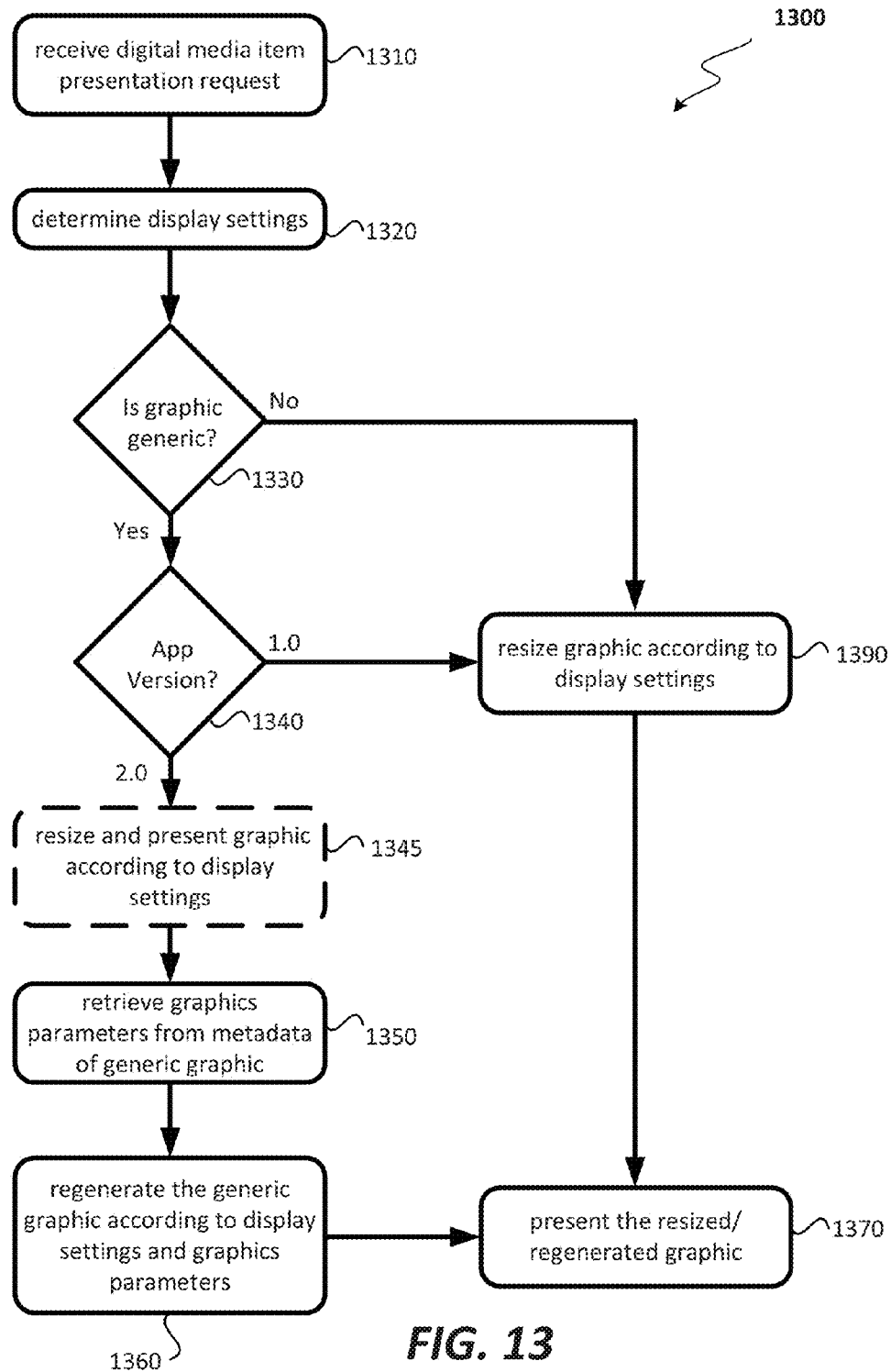
FIG. 9

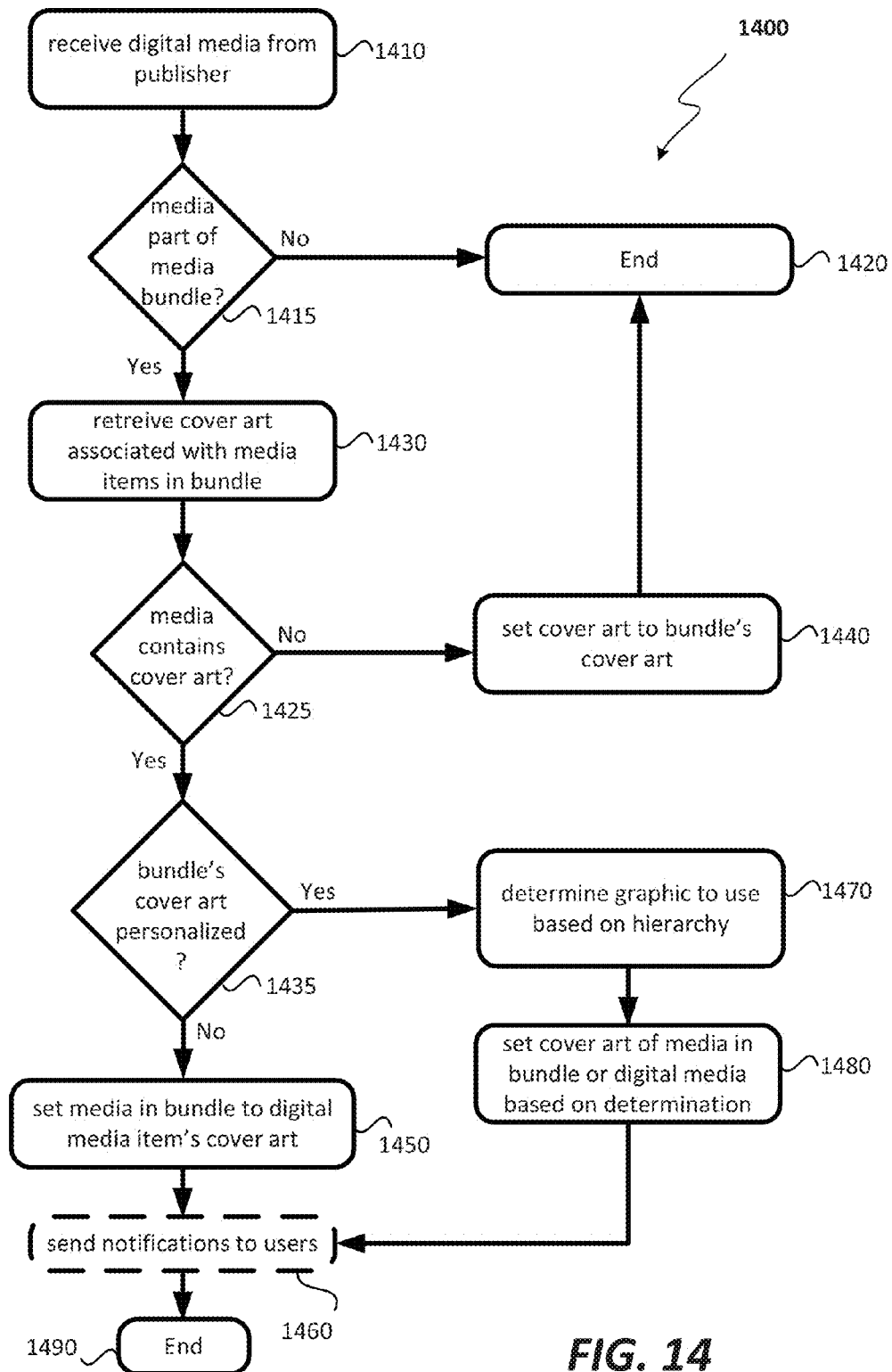
**FIG. 10**

**FIG. 11**

**FIG. 12**



**FIG. 13**

**FIG. 14**

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**GENERIC MEDIA COVERS****CROSS REFERENCE TO RELATED APPLICATIONS**

The present application is a continuation-in-part that claims the benefit under 35 U.S.C. §120 to U.S. application Ser. No. 13/539,171, entitled "GENERIC MEDIA COVERS," filed Jun. 29, 2012, assigned to the same assignee as the present application, and which is incorporated herein by reference in their entirety.

**BACKGROUND****1. Technical Field**

The present disclosure relates generally to digital media and more specifically to techniques and systems for generating generic covers for digital media items available on an online store.

**2. Introduction**

With the growth of the Internet, electronic commerce has become a powerful tool to purchase and sell products. This is particularly true for digital media. Typically a customer, using a browser or an application, can access an online digital media store to browse through and purchase digital media items such as music, movies, audiobooks, and electronic books. Digital media items sold through the online store can be downloaded by the customer. Music producers and publishers can be compensated by the online digital media store for digital media items sold through the store. Each digital media item in the online store can be associated with a media cover (or graphic). A customer can browse through pages of media covers on the online store to search for a desired digital media item. By associating a graphic to each digital media item, the customer experience while browsing is improved.

Music producers and publishers frequently add new digital media items for sale on the online store. Newly added digital media items can sometimes be received without a media cover. This can happen because the artist/author did not provide or did not wish to provide a media cover. In these scenarios, the online store presents the digital media item to customers without a media cover. A media item without a media cover is visually unappealing. This is particularly true when an entire page of digital media items are presented without media covers, thus making it difficult to tell apart one digital media item from another. Thus, there is a need for generic media covers.

**SUMMARY**

Additional features and advantages of the disclosure will be set forth in the description which follows, and in part will be obvious from the description, or can be learned by practice of the herein disclosed principles. The features and advantages of the disclosure can be realized and obtained by means of the instruments and combinations particularly pointed out in the appended claims. These and other features of the disclosure will become more fully apparent from the following description and appended claims, or can be learned by the practice of the principles set forth herein.

Disclosed are systems, methods, and non-transitory computer-readable storage media for generating generic media covers for digital media items such as music, movies, audiobooks, and electronic books. As digital media items are received at an online store from a creator or publisher, the digital media items can be preprocessed before being offered for sale. Preprocessing can include ensuring that each digital

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media item received includes a cover art. A digital media item that was submitted without cover art can be associated with a generic media cover. Generic media covers can be generated by first hashing a unique identifier associated with the digital media item and providing a portion of the hashed value to a dictionary to translate the portion into a graphic parameter. Multiple graphic parameters can be generated from different portions of the hashed value. The graphic parameters can each specify a characteristic for the generic media cover. For example, one graphic parameter can specify a template to use for the generic media cover. The template can be from a collection of available templates that were produced for creating generic media covers. A media cover generator can process the graphic parameters along with attributes of the digital media item such as the author and title of the digital media item to create the generic media cover. The graphic parameters used to generate the generic media cover can be stored with the generic media cover. In one example, the graphic parameters can be embedded in the generic media cover. This can allow a client device or online store to quickly regenerate the generic media cover at a desired resolution. This can improve the quality and clarity of the generic media cover as it is presented on a variety of electronic devices.

Preprocessing can also include updating generic media covers of media items stored in the media library of the online store. As new digital media items are added to the media library, similar media items can be bundled together. The generic media cover for media items in the media bundle can be processed such that the generic media covers use the same template, color scheme, or other characteristic. This can allow bundled media to take on a similar appearance or look in the online store. As a result, digital media items, both with and without generic media covers, can appear the same throughout the entire eco-system, which includes user device libraries, the online store, the cloud, delivery tools, development tools, and other tools.

**BRIEF DESCRIPTION OF THE DRAWINGS**

In order to describe the manner in which the above-recited and other advantages and features of the disclosure can be obtained, a more particular description of the principles briefly described above will be rendered by reference to specific embodiments thereof which are illustrated in the appended drawings. Understanding that these drawings depict only exemplary embodiments of the disclosure and are not therefore to be considered to be limiting of its scope, the principles herein are described and explained with additional specificity and detail through the use of the accompanying drawings in which:

FIG. 1 illustrates an exemplary system embodiment;

FIG. 2 illustrates an exemplary cloud computing system;

FIG. 3 illustrates an exemplary digital media distribution system;

FIG. 4 illustrates an exemplary eBook submitted by a publisher;

FIG. 5 illustrates an exemplary graphical user interface generated by an application running on a client device;

FIG. 6 illustrates an exemplary library view generated by an application running on a client device;

FIG. 7A illustrates another exemplary library view generated by an application running on a client device;

FIG. 7B illustrates another exemplary library view generated by an application running on a client device;

FIG. 7C illustrates another exemplary library view generated by an application running on a client device;

FIG. 8 illustrates an exemplary generic media cover generator;

FIG. 9 illustrates an exemplary client device regenerating a generic graphic;

FIG. 10 illustrates an exemplary notification;

FIG. 11 illustrates another exemplary notification; and

FIG. 12 illustrates an exemplary process for preprocessing a digital media item received from a publisher;

FIG. 13 illustrates an exemplary process to regenerate a graphic; and

FIG. 14 illustrates an exemplary process for preprocessing a digital media item received from a publisher.

#### DETAILED DESCRIPTION

Various embodiments of the disclosure are discussed in detail below. While specific implementations are discussed, it should be understood that this is done for illustration purposes only. A person skilled in the relevant art will recognize that other components and configurations may be used without parting from the spirit and scope of the disclosure.

The present disclosure addresses the need in the art for systems, techniques, and methods for improved generic media covers for digital media items. The digital media items can include audio books, electronic books (eBooks), music, videos, movies, and other types of digital media. Digital media items generally are presented to a customer with a cover. The cover is used during the life cycle of the media item to allow a customer to associate the media item with an image or graphic, thus making the media item easier to locate amongst other media items. The cover can also be used as a way of branding or marketing the media item. Sometimes a digital media item can be submitted to an online media store for sale and distribution without a cover. In these scenarios where a cover is not included with the media item, the online media store can generate a generic media cover and associate the generic media cover with the media item. Generic media covers can be generated with a random, uniform distribution to improve the likelihood that a page of digital media items presented for sale by an online store will have unique book covers. Unique book covers are more visually appealing and help a customer locate a particular media item.

A detailed discussion of the methods and systems surrounding the concept of generating generic book covers is described below. First, a brief introductory description of a basic general purpose system or computing device which can be employed to practice the concepts is illustrated in FIG. 1. This is followed by an introductory description of a cloud computing system in FIG. 2. A detailed description of techniques for creating generic book covers follow. Several variations shall be discussed herein as the various embodiments are set forth. The disclosure now turns to FIG. 1.

##### General System

With reference to FIG. 1, an exemplary system 100 includes a general-purpose computing device 100, including a processing unit (CPU or processor) 120 and a system bus 110 that couples various system components including the system memory 130 such as read only memory (ROM) 140 and random access memory (RAM) 150 to the processor 120. The system 100 can include a cache 122 of high speed memory connected directly with, in close proximity to, or integrated as part of the processor 120. The system 100 copies data from the memory 130 and/or the storage device 160 to the cache 122 for quick access by the processor 120. In this way, the cache provides a performance boost that avoids processor 120 delays while waiting for data. These and other modules can control or be configured to control the processor

120 to perform various actions. Other system memory 130 may be available for use as well. The memory 130 can include multiple different types of memory with different performance characteristics. It can be appreciated that the disclosure may operate on a computing device 100 with more than one processor 120 or on a group or cluster of computing devices networked together to provide greater processing capability. The processor 120 can include any general purpose processor and a hardware module or software module, such as module 1 162, module 2 164, and module 3 166 stored in storage device 160, configured to control the processor 120 as well as a special-purpose processor where software instructions are incorporated into the actual processor design. The processor 120 may essentially be a completely self-contained computing system, containing multiple cores or processors, a bus, memory controller, cache, etc. A multi-core processor may be symmetric or asymmetric.

The system bus 110 may be any of several types of bus structures including a memory bus or memory controller, a peripheral bus, and a local bus using any of a variety of bus architectures. A basic input/output (BIOS) stored in ROM 140 or the like, may provide the basic routine that helps to transfer information between elements within the computing device 100, such as during start-up. The computing device 100 further includes storage devices 160 such as a hard disk drive, a magnetic disk drive, an optical disk drive, a solid state drive, a tape drive or the like. The storage device 160 can include software modules 162, 164, 166 for controlling the processor 120. Other hardware or software modules are contemplated. The storage device 160 is connected to the system bus 110 by a drive interface. The drives and the associated computer readable storage media provide nonvolatile storage of computer readable instructions, data structures, program modules and other data for the computing device 100. In one aspect, a hardware module that performs a particular function includes the software component stored in a non-transitory computer-readable medium in connection with the necessary hardware components, such as the processor 120, bus 110, display 170, and so forth, to carry out the function. The basic components are known to those of skill in the art and appropriate variations are contemplated depending on the type of device, such as whether the device 100 is a small, handheld computing device, a desktop computer, or a computer server.

Although the exemplary embodiment described herein employs the hard disk 160, it should be appreciated by those skilled in the art that other types of computer readable media which can store data that are accessible by a computer, such as magnetic cassettes, flash memory cards, digital versatile disks, cartridges, random access memories (RAMs) 150, read only memory (ROM) 140, a cable or wireless signal containing a bit stream and the like, may also be used in the exemplary operating environment. Non-transitory computer-readable storage media expressly exclude media such as energy, carrier signals, electromagnetic waves, and signals per se.

To enable user interaction with the computing device 100, an input device 190 represents any number of input mechanisms, such as a microphone for speech, a touch-sensitive screen for gesture or graphical input, keyboard, mouse, motion input, speech and so forth. An output device 170 can also be one or more of a number of output mechanisms known to those of skill in the art. In some instances, multimodal systems enable a user to provide multiple types of input to communicate with the computing device 100. The communications interface 180 generally governs and manages the user input and system output. There is no restriction on operating on any particular hardware arrangement and therefore

the basic features here may easily be substituted for improved hardware or firmware arrangements as they are developed.

For clarity of explanation, the illustrative system embodiment is presented as including individual functional blocks including functional blocks labeled as a “processor” or processor 120. The functions these blocks represent may be provided through the use of either shared or dedicated hardware, including, but not limited to, hardware capable of executing software and hardware, such as a processor 120, that is purpose-built to operate as an equivalent to software executing on a general purpose processor. For example the functions of one or more processors presented in FIG. 1 may be provided by a single shared processor or multiple processors. (Use of the term “processor” should not be construed to refer exclusively to hardware capable of executing software.) Illustrative embodiments may include microprocessor and/or digital signal processor (DSP) hardware, read-only memory (ROM) 140 for storing software performing the operations discussed below, and random access memory (RAM) 150 for storing results. Very large scale integration (VLSI) hardware embodiments, as well as custom VLSI circuitry in combination with a general purpose DSP circuit, may also be provided.

The logical operations of the various embodiments are implemented as: (1) a sequence of computer implemented steps, operations, or procedures running on a programmable circuit within a general use computer, (2) a sequence of computer implemented steps, operations, or procedures running on a specific-use programmable circuit; and/or (3) interconnected machine modules or program engines within the programmable circuits. The system 100 shown in FIG. 1 can practice all or part of the recited methods, can be a part of the recited systems, and/or can operate according to instructions in the recited non-transitory computer-readable storage media. Such logical operations can be implemented as modules configured to control the processor 120 to perform particular functions according to the programming of the module. For example, FIG. 1 illustrates three modules Mod1 162, Mod2 164 and Mod3 166 which are modules configured to control the processor 120. These modules may be stored on the storage device 160 and loaded into RAM 150 or memory 130 at runtime or may be stored as would be known in the art in other computer-readable memory locations. Having disclosed some components of a computing system, the disclosure now turns to a description of cloud computing.

#### Cloud Computing System

Cloud computing is a type of Internet-based computing in which a variety of resources are hosted and/or controlled by an entity and made available by the entity to authorized users via the Internet. An exemplary cloud computing system configuration 200 is illustrated in FIG. 2 wherein a variety of electronic devices can communicate via a network for purposes of exchanging content and other data. The system can be configured for use on a wide variety of network configurations that facilitate the intercommunication of electronic devices. For example, each of the components of system 200 in FIG. 2 can be implemented in a localized or distributed fashion in a network.

System 200 can be configured to include cloud computing resources 220 (i.e., “the cloud”). The cloud resources can include a variety of hardware and/or software resources, such as cloud servers 222, cloud databases 224, cloud storage 226, cloud networks 228, cloud applications, cloud platforms, and/or any other cloud-based resources. In some cases, the cloud resources are distributed. For example, cloud storage 226 can include multiple storage devices. In some cases, cloud resources can be distributed across multiple cloud com-

puting systems and/or individual network enabled computing devices. For example, cloud computing resources 220 can communicate with servers 204<sub>1</sub>, 204<sub>2</sub>, . . . , 204<sub>n</sub> (collectively “204”), database 206, and/or any other network enabled computing device to provide the cloud resources.

Furthermore, in some cases, the cloud resources can be redundant. For example, if cloud computing resources 220 are configured to provide data backup services, multiple copies of the data can be stored such that the data is still be available to the user even if a storage resource is offline, busy, or otherwise unavailable to process a request. In another example, if cloud computing resources 220 is configured to provide software, the software can be available from different cloud servers so that the software can be served from any of the different cloud servers. Algorithms can be applied such that the selection criteria such as the closest server, the server with the lowest current load, or other selection criteria, etc. is used to select a server to process a given request.

In system 200, a user interacts with cloud computing resources 220 through user terminals 202<sub>1</sub>, 202<sub>2</sub>, . . . , 202<sub>n</sub> (collectively “202”) connected to a network by direct and/or indirect communication. Cloud computing resources 220 can support connections from a variety of different electronic devices, such as servers; desktop computers; mobile computers; handheld communications devices, e.g., mobile phones, smart phones, tablets; set top boxes; network-enabled hard drives; and/or any other network-enabled computing devices. Furthermore, cloud computing resources 220 can concurrently accept connections from and interact with multiple electronic devices. Interaction with the multiple electronic devices can be prioritized or occur simultaneously.

Cloud computing resources 220 can provide cloud resources through a variety of deployment models, such as public, private, community, hybrid, and/or any other cloud deployment model. In some cases, cloud computing resources 220 can support multiple deployment models. For example, cloud computing resources 220 can provide one set of resources through a public deployment model and another set of resources through a private deployment model.

In some configurations, a user terminal 202 can access cloud computing resources 220 from any location where an Internet connection is available. However, in other cases, cloud computing resources 220 can be configured to restrict access to certain resources such that a resource can only be accessed from certain locations. For example, if cloud computing resources 220 are configured to provide a resource using a private deployment model, then cloud computing resources 220 can restrict access to the resource, such as by requiring that a user terminal 202 access the resource from behind a firewall.

Cloud computing resources 220 can provide cloud resources to user terminals 202 through a variety of service models, such as Software as a Service (SaaS), Platforms as a service (PaaS), Infrastructure as a Service (IaaS), and/or any other cloud service models. In some cases, cloud computing resources 220 can provide multiple service models to a user terminal 202. For example, cloud computing resources 220 can provide both SaaS and IaaS to a user terminal 202. In some cases, cloud computing resources 220 can provide different service models to different user terminals 202. For example, cloud computing resources 220 can provide SaaS to user terminal 2021 and PaaS to user terminal 2022.

In some cases, cloud computing resources 220 can maintain an account database. The account database can store profile information for registered users. The profile information can include resource access rights, such as software the user is permitted to use, maximum storage space, etc. The

profile information can also include usage information, such as computing resources consumed, data storage location, security settings, personal configuration settings, etc. In some cases, the account database can reside on a database or server remote to cloud computing resources **220** such as servers **204** or database **206**.

Cloud computing resources **220** can provide a variety of functionality that requires user interaction. Accordingly, a user interface (UI) can be provided for communicating with cloud computing resources **220** and/or performing tasks associated with the cloud resources. The UI can be accessed via an end user terminal **202** in communication with cloud computing resources **220**. The UI can be configured to operate in a variety of client modes, including a fat client mode, a thin client mode, or a hybrid client mode, depending on the storage and processing capabilities of cloud computing resources **220** and/or the user terminal **202**. Therefore, a UI can be implemented as a standalone application operating at the user terminal in some embodiments. In other embodiments, a web browser-based portal can be used to provide the UI. Any other configuration to access cloud computing resources **220** can also be used in the various embodiments.

As described above, in some configurations, the cloud computing resources can be used to store user data. The present disclosure contemplates that, in some instances, this gathered data might include personal and/or sensitive data. The present disclosure further contemplates that the entities responsible for the collection, analysis, disclosure, transfer, storage, or other use of such data should implement and consistently use privacy policies and practices that are generally recognized meeting or exceeding industry or governmental requirements for maintaining personal information data private and secure. For example, personal data from users should be collected for legitimate and reasonable uses of the entity and not shared or sold outside of those legitimate uses. Further, such collection should occur only after the informed consent of the users. Additionally, such entities should take any needed steps for safeguarding and securing access to such personal data and ensuring that others with access to the personal data adhere to their privacy and security policies and procedures. Further, such entities can subject themselves to evaluation by third parties to certify their adherence to widely accepted privacy policies and practices.

Despite the foregoing, the present disclosure also contemplates embodiments in which users selectively block the use of, or access to, personal data. That is, the present disclosure contemplates that hardware and/or software elements can be provided to prevent or block access to such personal data. For example, the present technology can be configured to allow users to select the data that is stored in cloud storage. In another example, the present technology can also be configured to allow a user to specify the data stored in cloud storage that can be shared with other users.

Therefore, although the present disclosure broadly covers use of personal data to implement one or more various disclosed embodiments, the present disclosure also contemplates that the various embodiments can also be implemented without the need for accessing such personal data. That is, the various embodiments of the present technology are not rendered inoperable due to the lack of all or a portion of such personal data. For example, non-personal data can be stored in cloud storage.

Distribution System

FIG. 3 illustrates an exemplary digital media distribution system. Distribution system **300** is configured to sell and distribute digital media items, including eBooks, audiobooks, music, videos, movies, and other digital media that is con-

sumable on an electronic device, portable and non-portable. Distribution system **300** includes publishers **310**, online store **320**, digital media database **330**, generic media cover generator **340**, user profiles **350**, and user devices **380** and **390**. Online store **320** can be located on the cloud and be configured to include one or more cloud computing resources of FIG. 2. Online store **320** can be configured to transmit distribute and manage digital media rights for digital media in digital media database **380**. Online store **320** can transmit data that allows an operator of a user device to browse digital media items available from online store **320**. Requested media items can be processed by online store **320** and transmitted to the requesting device. Customers of online store **320** can transmit requests to online store **320** to download media items. Each customer can have an associated user profile stored in user profiles **350**. The user profile can store information about the customer, such as billing information to purchase digital media items and access rights to digital media items. For example, a customer operating device **380** can have a user profile stored in user profiles **350**. Online store **320** can grant access to download digital media items to device **380** that the customer has a right to access. Access rights can be stored in the user profile. For digital media items that the customer does not have a right to access, the customer can optionally purchase the digital media item. Purchased digital media item can be downloaded and re-downloaded by devices operated by the customer.

Distribution system **300** also includes publishers **310**. Publishers **310** can be configured to generate new content that can be sold and distributed by online store **320**. The new content can include eBooks, songs, videos, movies, audiobooks, and other forms of digital media. Here, publishers **310** can submit new digital media items to online store **320**. The new digital media items can be stored in digital media database **330** for sale by online store **320**. In some examples, a new digital media item received by online store **320** can be preprocessed. Preprocessing can include preparing the digital media item for distribution, such as testing the content, verifying metadata associated with the digital media items, which are described in further detail below, or confirming certain fields have a permitted value. For example, new digital media items can be preprocessed by generic media cover generator **340**. Generic media cover generator **340** can be configured to generate generic media covers for new digital media items that are submitted without a media cover. As described below in connection with FIGS. 4, 14, and 16 generic media cover generator **340** can also be configured to determine whether a given digital media item requires a generic media cover. After new digital media items are preprocessed, which can include processing the new digital media item through generic media cover generator **340**, the processed new digital media items can be stored in digital media database **330**. A customer requesting a new digital media item can download the new digital media item from online store **320** to a device operated by the customer.

FIG. 4 illustrates an exemplary eBook submitted by a publisher. System **400** includes publisher **405**, network **440**, and generic media cover generator **450**. Publisher **405** can be configured to create new digital media item **410**. The digital media item can be an audiobook, an eBook, song, video, or movie. Digital media item **410** can include content **420** and metadata **430**. Content **420** can be configured to store the content that is to be presented to the user while metadata **430** can be configured to store the description, details, or other information associated with the digital media file. Content **420** can be stored as a .pdf, .epub, .mp3, .avi, .mp4, or other audio/video/data file formats. In some examples, metadata

**430** can be appended, prepended, or otherwise attached to content **420** as a single file. In other examples, metadata **430** can be a separate file that is associated with content **420**.

Metadata **430** can include a plurality of fields. In some examples, the metadata is persistent and remains the same throughout the life of the digital media item. The metadata can be used when generating a generic graphic or generating the generic media cover. Here, metadata **430** includes UniqueID field **431**, author field **433**, title field **435**, graphic field **437**, and other fields **439**. UniqueID field **431** can be configured to store a unique identifier associated with the digital media item. The unique identifier can be used to uniquely identify the digital media item to an online store. In some examples, the unique identifier can be provided to the digital media item after or during preprocessing of the digital media item before it is made available on the online store. In other words, UniqueID field **431** can be empty when the digital media item is received from the publisher. For example, the online store can generate and assign a unique identifier to a digital media item after the media item is received from the publisher. The unique identifier would uniquely identify the digital media item from other digital media items available on the online store. Author field **433** can be configured to store the name or names of the authors of the digital media item. Similarly, title field **435** can be configured to store the title of the digital media item. Graphics field **437** can be configured to store a graphic or cover art. The graphic or cover art can be an image that is associated with the digital media item. By associating the graphic or cover art with the digital media item, the digital media item becomes more visually appealing and can further help customers locate and distinguish the digital media item from other media items.

Other fields **439** can include fields that can affect the presentation of the digital media item or the generation of the generic media covers. One field can be a page progression direction field. The page progression direction field can define the direction in which the pages of the digital media item flip in the digital media item. For example, the page progression direction field for a traditional English book would be set to "left to right" since a page would first appear on the left of a pair of facing pages as typically laid out and then appear on the right of another pair of facing pages as typically laid out. In other words, a book having a page progression field having a value of "left to right" would have its pages flipped from right to left if the viewer were facing the open book. The page progression direction can be "right to left," "left to right," "top to bottom," "bottom to top," or other directions. The value stored in the page progression direction field can affect the presentation of the digital media item on a client device. For example, an electronic publication having a page progression direction of "left to right" can be presented as a traditional publication where the pages flip from right to left. The page progression direction field can also be used in the generation of a binding crease on the generic media cover. For example, after creating the generic graphic, a binding crease can be overlaid on the generic graphic based on the page progression direction. The binding crease can be overlaid by the left edge of the generic media cover when the page progression direction is "left to right" and overlaid by the right edge of the generic media item when the page progression direction is "right to left."

Another field can be a text progression direction field. The text progression direction field can define the direction in which the text flows on a given page. For example, the text progression direction for English can be "left to right" or "left to right, top to bottom." In other words, the text progression

direction can specify one or more directions that describe how text progressed along a page. The text progression direction field can be used when the digital media item is processed for presentation on a client device. The text progression direction can also be used when placing the title and author on the generic media cover.

Another field can be a writing mode field. The writing mode field can specify whether the writing in the digital media item should appear in a horizontal or vertical orientation. For example, the Chinese language can be presented as the modern horizontal writing or the traditional vertical writing. The writing mode field can be used when the digital media item is processed for presentation on a client device. The writing mode field can also be used when placing the title and author on the generic media cover. In some examples, the text progression direction can be inferred from the writing mode field and the language. In other examples, a cover writing mode field can specify the writing mode of the generic media cover separate from the writing mode of the digital media item.

Another field can be an in-page progression field. The in-page progression field can specify the order in which a reader is to peruse mixed content within a given page. For example, the in-page progression field can specify that for a page including text, a graphic, and an interactive element, the graphic should be presented first, followed by the text, followed by the interactive element. The in-page progression field can be specified for a particular page or as a global setting for all pages of the electronic publication.

Another field can be the primary language field. The primary language field can specify the primary language of the digital media item. For example, the primary language field can be English for an electronic book for teaching an English speaker the Japanese language. The primary language field can be used to determine the orthography to apply when modifying the generic media cover to include the author and title. The author and title can also be translated into the primary language before being overlaid on a generic graphic.

These other fields can be set by one or more of the author, the publisher or the distributor. In some examples, a hierarchy can exist where a field set by a distributor cannot be overridden by a publisher. Similarly, a field set by a publisher cannot be overridden by the author. In other examples, a copy of one or more of these other fields can be stored for each part on the digital media item. For instance, a digital media item can have a writing mode field for the author, the publisher, and the distributor. A hierarchy can exist between the parties such that a particular writing mode field is used during processing of the digital media item.

In some examples, these fields can be used to determine the selection of a generic graphic, the location of the binding crease on the generic book cover, the animation of the generic book cover, and/or the manner in which the title and author of the character script is overlaid on the generic book cover. For example, the location, orientation, and language of the title and author can depend on the writing direction, text progression direction, or primary language. As another example, the binding crease and the animation can depend on the page progression direction.

Newly created digital media item **410** can be transmitted from publisher **405** to generic media cover generator **450** via network **440**. Network **440** can be a local area network, wide area network, internet, or other network. Generic media cover generator **450** can be configured to receive a digital media item and optionally, generate a generic media cover. The generic media cover, which can be stored in a .jpg, .tif, .raw, or other image format, can be embedded in graphic field **437**.

For example, generic media cover generator **450** can determine or ensure that digital media item **410** includes a graphic in graphic field **437**. In some implementations, generic media cover generator **450** can include logic to determine whether graphic field **437** includes an appropriate value. For example, the data in graphic field **437** can be previewed to confirm that the image is presentable by the online store. If a graphic does not exist or if preview fails, generic media cover generator **450** can generate a generic graphic.

The generic media cover **460** can include generic graphic **462** and optionally metadata **463**. Metadata **463**, which can be embedded as part of the header of the generic media cover **460** or remain a separate file that is associated with generic media cover **460**, contains information associated with the generic graphic or the digital media item. For instance, metadata **463** can include the resolution of the generic graphic, the graphic parameters used to generate the generic graphic, the author/title of the digital media item, and publication information of the digital media item (e.g., date of publication, publisher, fields such as page progression direction, writing mode, cover writing direction, text progression direction, and primary language, etc.). Metadata **463** can be accessed by a client device to regenerate the generic graphic at a specified resolution. For example, the generic graphic can be regenerated according to display specifications of the client device. A client device can regenerate the generic graphic at a resolution associated with the client device once the digital media item has been downloaded to the client device. The metadata can also be used to generate animations involving the generic graphic. The animations can be used by an application running on the client application to present the digital media item. In other examples, the online store can generate the generic graphic in at least one resolution specified by a client device and transmit at least one generic graphic to the client device. For example, an online store can store the desired resolutions for each client device. When a client requests a digital media item, the online store can generate animations, images, cover art, generic graphics, etc. to be transmitted to the client device. In yet other examples, a database of generic graphics can be stored on the online store and transmitted to the client device on demand. In this example, generic media cover **460** includes generic graphic **462** and metadata **463**, which includes template **464** and color scheme **466**. Template **464** can specify a particular template from a collection of templates that was used to generate the generic graphic. Similarly, color scheme **466** can specify a particular color scheme out of available color schemes that was used to generate the generic graphic. The template and color scheme specified for a particular media item can be chosen according to metadata associated with the digital media item. For example, the color scheme and template chosen for a particular digital media item can be selected based on the UniqueID field, author name, title, or other field associated with that particular digital media item that is consistent throughout the eBook's lifecycle. In one example, the online store specifies the template and/or color scheme when the digital media is being processed to be sold on the online store. This can occur after the online store receives the digital media from the publisher but before the online store sells the digital media to customers. In other examples, the template and color scheme can be specified by the entity during generation of the generic graphic for the first time, whether that is on the client device, the publisher, or other online store. Although metadata **463** is shown in this figure as being part of generic media cover **460**, in other examples metadata **463** can alternatively be included as part of generic graphic **462**. For instance, metadata **463** can be included in the header of generic graphic **462** or embedded as

part of generic graphic **462**. In scenarios where metadata **463** is embedded in generic graphic **462**, generic media cover **460** may become extraneous and thus can be removed from the system **400**. Generic media cover generator **450** would simply output generic graphic **462**.

In some examples, the process for selecting a color scheme, template, or other option used in generating the generic cover can include logic to analyze available metadata associated with the digital media item. This can allow an application running on a client device or online store to generate a generic cover in different scenarios where metadata may be missing from the digital media item. For example, an eBook may not have a UniqueID if the eBook is not offered for sale by the online store. The eBook may have come from a different distributor and thus does not have a UniqueID that was generated by the online store. When an eBook is missing the UniqueID, the online store may use different metadata to generate the generic cover. In some examples, the metadata used can be metadata that remains consistent throughout the lifecycle of the media item, such as the eBook's ISBN number or the eBook's manifest (the entire header of the eBook). By using metadata that remains consistent throughout the lifecycle of the eBook to select the options used to generate the generic cover, a family or related digital media items can use the same generic cover as will be described below. A client device or online store can regenerate the generic graphic at a desired resolution by using metadata of the digital media item, such as the author and title, plus the options used in generating the generic graphic, such as the template and the color scheme. Regeneration of the generic graphic can be desirable since it allows the generic graphic to be displayed at the optimal resolution for a particular device. For example, the resolution of a screen on a laptop, a screen on a tablet, and a screen on a smart phone can all be different. Given the resolution of the screen on a particular device, the generic graphic can be most appealing when presented to the user at a given resolution. Rather than upsizing or downsizing the generic graphic attached to the digital media item (which can create loss in the clarity and quality of the image), the generic graphic can be regenerated to an optimal resolution to be displayed on the user device. Different sizes of the generic graphic can also be used by an application running on the user device. An application on the user device or the online store can include the collection of templates, color schemes, and other generic parameters that are used to regenerate the generic graphic. The application can also include a process to regenerate the generic graphic using the generic parameters. The generic graphics can be regenerated at desired resolutions as they are needed during run time of the application or pre-generated for the display of a particular device.

FIG. 5 illustrates an exemplary graphical user interface generated by an application running on a client device. Here, the client device is a tablet computing device. The application can include a store view (as shown in FIG. 5) and a library view (examples shown in FIGS. 6-7). The graphical user interface (GUI) can present to a user information received from an online store. Here, GUI **500** provides information about a selected eBook available from an online store. Generic graphic **510** representing the selected digital media item is presented as a larger image (or at a higher resolution) than generic graphics **520-560** which represent digital media items recommended by the online store. As shown, graphics **520-560** include different templates and color schemes that are based upon metadata that remains consistent during the lifecycle of the digital media items, such as the UniqueID, ISBN, author, title, fields such as page progression direction, writing mode, cover writing direction, text progression direc-



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tion, and primary language, etc. In some examples, the meta-data can be unique. If one of the recommended digital media items is subsequently selected by the user, a new GUI can be presented to the user where the generic graphic associated with the selected digital media item can be substantially located at the location of generic graphic **510**. The selected digital media item can be enlarged, either through upsizing or regenerating the generic graphic, to be substantially the same size as generic graphic **510**. As shown, different sizes/resolutions of the generic graphic may be required during execution of the application running on the client device. The different sizes/resolutions of the generic graphic can be regenerated by the application running on the client device or alternatively by the online store and transmitted to the client device. By regenerating the generic graphic, a more visually appealing graphic can be presented to the user. A user input received on icon **570** can present a library view of the application. The library view can be configured to allow a user to read eBooks on the client device. Examples of the library view are shown in FIGS. **6-9**.

FIG. **6** illustrates an exemplary library view generated by an application running on a client device. Here, the client device is a smartphone. Library view **600** presents a plurality of eBooks to a user of the client device. Each eBook is associated with a graphic that represents the eBook. As shown, eBooks **610**, **620**, **630**, **640**, **650**, **660** are represented by a generic graphic while eBooks **670**, **680** are represented by a personalized graphic. A personalized graphic that needs to be converted to a different size or resolution is resized. In contrast, a generic graphic to be converted to a different size or resolution can be regenerated by using graphic parameters that are embedded in or stored with the generic graphic. The graphic parameters can describe characteristics of the generic graphic, such as the template or color scheme used for the generic graphic, the presentation of the author and title on the generic graphic, or the position of the binding crease on the generic graphic. For example, differences in the page progression direction field can cause generic book cover **620** to be generated with its binding crease along the right edge and with the new banner along the top left edge (signifying that the book is read from right to left) while generic book cover **630** is generated with its binding crease along the left edge (signify that the book is read from left to right). Library view **600** also includes store icon **690** that is configured to take the user back to the store view. An exemplary store view is shown in FIG. **5** above.

FIG. **7A** illustrates another exemplary library view generated by an application running on a client device. Here, the client device is a tablet computing device. Library view **700** presents a plurality of eBooks to a user of the client device. The eBooks are presented to the user in a landscape orientation versus the portrait orientation as shown in FIG. **6**. In some examples, the visual orientation can be user selected or determined by the orientation of client device. Depending on the orientation (e.g., landscape versus portrait) or the type of device (e.g., smartphone, tablet computing device, desktop computing device, etc.), the optimal size and/or resolution for a generic graphic can change. For example, the number of eBooks that can be simultaneously presented on a display can be different depending on the orientation or the device type. The dimensions of a display in a specific orientation can cause the application running on the client device to regenerate the generic graphic to a different size so that a desired number of eBooks can be simultaneously presented on the display. As shown here, digital media items **710**, **730**, **740**, **750** are represented by generic graphics, while digital media item **720** is represented by a custom graphic. Library view **700** also

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includes store icon **760** that is configured to take the user back to the store view. An exemplary store view is shown in FIG. **5** above.

FIG. **7B** illustrates another exemplary library view generated by an application running on a client device. After the user has selected eBook **710**, the application can generate an animation of eBook **710** opening as the eBook moves towards the center of the display. The animation, which is provided to improve the user experience by simulating a user taking a physical book off of a bookshelf and opening the book, can be based on the page progression direction field of eBook **710**. The page progression direction field can determine where the binding appears on the eBook as well as which direction the eBook opens from during animation. As shown, the animation can include moving eBook **710** off the bookshelf. During the animation, the graphic representing the cover of eBook **710** can be resized. If the graphic representing the cover of eBook **710** is a generic graphic as shown here, the graphic can be generated by the application rather than resizing or scaling to create a more visually appealing graphic. The angle, the size, and/or the animation of the generic graphic can be generated by the application using graphic parameters associated with the generic graphic that can be found on eBook **710**. Other eBooks such as eBooks **730-750** can remain the same on the bookshelf. During the animation, eBooks on the bookshelf can be covered by the animating eBook. For example, eBook **720** is covered by eBook **710** in this view.

FIG. **7C** illustrates another exemplary library view generated by an application running on a client device. As shown here, the animation of the graphic representing eBook **710** has continued moving from FIG. **7B** and is now closer towards the center of the display. As eBook **710** has taken on an open appearance, the cover of eBook **710** has become distorted. The application can use graphic parameters associated with the generic graphic embedded in eBook **710** to generate the distorted cover. Here, eBook **710** has now covered eBook **730** as it grows in size and approaches the middle of the display. Generic Media Cover Generator

FIG. **8** illustrates an exemplary generic media cover generator. The generic media cover generator can be similar or substantially similar to generic media cover generator **450** of FIG. **4**. The generic media cover generator can be implemented on a device responsible for generating generic media covers. In some implementations, the generic media cover generator can be implemented on the online store, other device on the server-side, or even on the client-side such as the client device. A generic media cover generator can be configured to generate a generic graphic or a generic cover for a digital media item from metadata of the digital media item. In one example, the generic media cover generator can be used by an online store to generate a generic cover for a digital media item that has been submitted without a graphic or cover art. As shown here, generic media cover generator **800** can be configured to receive digital media metadata **810**. Digital media metadata **810** can be processed by generic media cover generator **800** to generate generic graphic **830**. Processing of digital media metadata **810** can begin with hash function **821** hashing data from digital media metadata **810** to generate hash value **822**. Digital media metadata **810** can be persistent in nature. Thus, the results from hash function **821** can be consistent. In some examples, the data hashed from digital media metadata **810** can be data that remains consistent throughout the lifecycle of the digital media item. For example, the UniqueID of an eBook, an ISBN of the eBook, metadata of the eBook (e.g., fields including page progression direction field, writing mode field, cover writing mode field, primary language field, text progression direction field, and

others) or the eBook manifest can be hashed to generate hash value **822**. These variables can be prioritized in an order of preference. If the most preferred variable is available, that variable can be used in the hash function. If the most preferred variable is not available, the next most preferred variable is used, if available. By hashing metadata that remains consistent, the hash value generated from data from hashing digital media metadata **810** will also remain consistent. In some examples, hash function **821** can be a hash that results in a uniform distribution of hash values. By providing a uniformly distributed hash function, the templates, color schemes, or other graphic parameters can also likely be uniformly distributed. This can increase the likelihood that the graphic parameters are equally used in the media library. In one example, hash function **821** can be configured to implement a MD5 hash.

Generic media cover generator **800** can be configured to transmit a portion of hash value **822** to a dictionary. The dictionary can be configured to translate the portion of hash value **822** to a graphic parameter. The graphic parameter can be used by generic media cover generator **800** to generate a generic graphic. For example, a first byte of hash value **822** can be transmitted to a dictionary, which in turn translates the byte into one of a plurality of available templates. A second byte of hash value **822** can be translated by another dictionary into one of a plurality of color schemes. In other words, each dictionary of generic media cover generator **800** can be configured to translate a predetermined byte (or other portion) of a hash value into a graphic parameter. Here, dictionary **823** can be configured to translate the first byte of hash value **822** to template **826**, dictionary **824** can be configured to translate the second byte of hash value **822** to color scheme **827**, and dictionary **825** can be configured to translate the third byte of hash value **822** to another graphic parameter **828**. In other examples, different portions of hash value **822** can be mapped to different dictionaries. In yet other examples, more or fewer graphic parameters can be translated from dictionaries using portions of a hashed value

Generic media cover generator **800** can further include media cover generator **829**. Media cover generator **829** can be configured to receive portions of digital media metadata **810** and graphic parameters (template **826**, color scheme **827**, and optionally other parameters **828**). The graphic parameters can be used to generate a generic graphic while the portions of digital media metadata can be used to overlay text and/or additional graphics on the generated generic graphic. For example, digital media metadata can include fields such as page progression direction field (which can be used to position the binding crease), cover writing mode (which can be used to define the direction that the text of the author and title flow when overlaid on the generic graphic), and primary language (which can be used to translate the author and title into the primary language). In other examples, the received data can be processed in other ways by media cover generator **829** to generate generic graphic **830**. In one example, media cover generator **829** can receive a template and/or color scheme. Generic graphic **830** can be generated by using the template and/or color scheme. Media cover generator **829** can subsequently receive an author and title from digital media metadata **810**. The author and title (and optionally other metadata) can be rendered on top of the generic graphic. In some examples, desired resolution **840** can optionally be received by media cover generator **829**. Generic graphic **830** can be generated by media cover generator **829** at the resolution specified by desired resolution **840**. If the desired resolution **840** is not specified, generic graphic **829** can be generated at a default resolution or size. For example, generic graphic **829**

can by default be generated at a resolution for presenting the generic graphic on the online store. This image can be known as a generic store graphic. Thus, the digital media item would be stored on the online store with a generic store graphic that is already at an optimal size for presentation on the online store to potential customers. Digital media items with generic store graphics therefore do not need to resize the image before presentation on the online store. The resulting generic graphic can be output from generic media cover **800**. In one example, media cover generator **829** can further be configured to store the graphic parameters on generic graphic **830**. For example, template **826** and color scheme **827** can be included as metadata on generic graphic **830**. By storing the graphic parameters on generic graphic **830**, a client application or other application accessing generic graphic **830** can have the option of regenerating the generic graphic to a desired resolution or size without the extra steps of the hash function and the dictionaries. In other examples, generic graphic **830** does not include any of the graphic parameters used generating generic graphic **830**. The graphic parameters can be regenerated, as needed, by using metadata of the digital media item. This can result in a more compact generic graphic. However, regenerating the generic graphic would require more processing power since the hash function and the dictionary functionality would be performed again.

Generic graphic **830** can be configured to support different versions of the application. For older versions of the application that are unable to support the regeneration of graphics, the application can resize or scale generic graphic **830** to the desired resolution or size. The older version of the application can also create animation sequences based on the generic graphic **830**. These older versions of the application may not support regeneration of graphics because the version of the application does not include a media cover generator module capable of regenerating graphics based on graphics parameters. Newer versions of the application can include the media cover generator module and thus are capable of regenerating generic graphic **830** to the desired resolution or size, thus resulting in a graphic with higher clarity than if the graphic were scaled, upsized, or downsized. Alternatively if the media cover generator module is not operational, generic graphic **830** can be upsized, downsized, or otherwise scaled to achieve the desired resolution or size. A personalized media cover can be handled by the application in a similar manner when a specific resolution or size is desired.

FIG. 9 illustrates an exemplary client device regenerating a generic graphic. Client device **900** includes media cover generator **950** and digital media item **910**, which includes content **920** and metadata **930**. Metadata **930** includes UniqueID **931**, author **933**, title **935**, and graphic **937**. Graphic **937** includes template **938** and color scheme **939**. Template **938** and color scheme **939** can be embedded in the header of graphic **937**. Media cover generator **950** can be a module in an application running on the client device or an online store. Media cover generator **950** can be similar or substantially similar to media cover generator **829** of FIG. 8. As shown, media cover generator **960** can be configured to receive metadata **930** from digital media item **910** and in response, generate generic graphic **960**. Generic graphic **960** can be generated at the desired resolution specified by desired resolution **940**, and optionally include graphic parameters. The desired resolution can be based on display specifications of client device **900**, the orientation of client device **900**, or a resolution specified by the user. In this example, media cover generator generates a generic graphic at a desired resolution based on template **938** and color scheme **939**. Author **933** and title **935** are then rendered on the generic graphic at the desired resolution to

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form generic graphic **960**. This ensures that the graphics and the text that form generic graphic **960** are of high quality, clear, and visually appealing to the user. While the generic graphic **960** is being generated, client device **900** can present graphic **937** to the user, in a resized or rescaled form. In other words, a resized or rescaled version of graphic **937** can be presented to the user while graphic **960** is being generated. Once generic graphic **960** is generated, graphic **960** can be swapped in for graphic **937**.

Although FIG. **9** describes the regeneration of the generic graphic on the client device, media cover generator **950** can also be implemented on the server-side. This can create a more compact system on the client device. If media cover generator **950** were implemented on the server-side, client device **900** would send a request to the server-side for a generic media item. The request can include the template, the color scheme, the author, the title, the desired resolution and other metadata that is used to regenerate the generic media item. The server-side can input the information from the request to media cover generator **950** and create a generic graphic, which is subsequently transmitted to the client device. While the client is waiting for the server's response, graphic **937** can be used in a rescaled or resized form. In some examples, digital media item **910**, when initially downloaded to client device **900**, can contain graphic **937** in a resolution that is preferred for the client device. The server transmitting digital media item **910** to the client device can preprocess digital media item **910** so that graphic **937** transmitted with digital media item **910** is at the optimal resolution for the client's device.

Alternatively, media cover generator **950** can be implemented similarly or substantially similar to generic media cover generator **800** of FIG. **8**. By maintaining similar components on the client and the server for generating generic covers, graphic parameters do not need to be embedded in, stored on, or otherwise associated with the digital media item or the generic graphic. The client can recreate the graphic parameters during the regeneration process and therefore generate the same generic cover, but at a desired resolution or size.

In yet other examples, client device **900** can transmit a request to regenerate a graphic at a desired resolution to a server. The request can include the desired resolution plus metadata of the digital media item, such as uniqueID **931**, author **933**, title, **935**, or graphic **937**. The server can process the desired resolution and the metadata in a similar manner as described in FIG. **8**. In some examples, the server can use the metadata received to uniquely identify the digital media item on the server, and subsequently use the located digital media item in the generation of the generic cover. In response to the request, the server can transmit generic graphic **960** at the desired resolution to the client device. By maintaining the creation of the generic graphics on the server, the version of the application on the client becomes irrelevant and thus, all clients are capable of presented generic graphics that have been generated to be optimized for the client device.

#### Notifications

FIG. **10** illustrates an exemplary notification. A notification can be transmitted from an online store to customers when a digital media item has been updated with a new media cover. A new media cover can replace an existing media cover (either personal or generic) when it is desirable to associate the digital media item with other related media items. For example, a new media cover can be associated with an eBook when a movie related to the eBook is available on the online store. By maintaining the same cover art for the eBook and the movie, related digital media items can be cross promoted.

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Moreover, the sale of the movie can lead to the sale of the eBook since the customer that has purchased the movie will already be familiar with the cover art and thus, automatically realized that the eBook is related to the movie. Cross associating the media covers for analogous digital media items (e.g., different variations of a story being presented in different formats such as book, audiobook, and movie or a series of media items) can lead to more sales and a more user friendly experience since the user would be able to visually distinguish that a set of media items are related. To synchronize cover art for different types of digital media items, different online stores may need to communicate with one another. For example, an eBook online store may need to communicate with a music online store or a movie online store to synchronize the cover art.

Notification **1000** is an exemplary email to notify a customer that updated cover art is available for a digital media item that the customer owns. In some examples, the online store may automatically update cover art for media items in the customer's library and the notification can serve to notify the customer that the cover art has changed. In other examples, the online store can transmit a notification and provide the customer the option to download the updated cover art. It may be desirable to ask the customer before updating the cover art on a digital media item to prevent customer confusion when the customer attempts to browse by cover art for the digital media item. The notification can be transmitted from an online store to an email account associated with the recipient's user account. As shown, notification **1000** includes a sender field **1010**. Sender field **1010** displays the name of the party that sent the email. In some examples, sender field **1010** can be automatically populated with the default email address of an online store. Depending on the media type, the default media address can change. For example, if the notification is for updated eBook cover art, the sender can be the "eBooks Store". Here, sender field **1010** is automatically populated with the name "eBooks Store." Notification **1000** can also include subject field **1020**. Subject field **1020** provides the recipient a description of the subject matter in this email. In some examples, subject line **1020** can be automatically populated with a generic statement such as "There is a new cover for your eBook." Notification **1000** can also include date stamp **1030**. Date stamp **1030** provides information about the time and/or date that the email was sent from the online store.

Notification **1000** can further include message body **1040**. Message body **1040** can be automatically generated. Message body **1040** can include recipients name **1041**, text **1042** notifying the recipient of the updated cover art, the old cover art **1045**, the new cover art **1046**, an option to accept and download the new cover art **1043**, and signature **1044**. The accept option **1043** can also be replaced with links to accept or deny the new cover art. If the new cover art is denied, the digital media item stored on the client device retains the old cover art. However if the digital media item were to be re-downloaded from the online store, the digital media item would be downloaded with the updated cover art. If the new cover art is accepted, a request can be transmitted from the client device for the new cover art. Based on the response received from the recipient, the online store can transmit the new cover art to the client device. The new cover art can include metadata specifying the generic parameters used when creating the new cover art. This metadata can be embedded as part of the new cover art, or alternatively be embedded in the digital media. The new cover art can replace the old cover art in the metadata of the digital media (see element **437** in FIG. **4**). Signature **1044** can be applied at the end of the message.

FIG. 11 illustrates another exemplary notification. Notification 1150 received on electronic device 1100 and displayed on display 1140 is a push notification. A push notification is a communication initiated by the cloud or other central server that is sent to a recipient. Push notifications allow a recipient to receive updates or new messages without initiating a request to the central server for communications. Notification 1150 can be a text message that is received on electronic device 1100, a pop-up notification received on electronic device 1100, or other notification received by electronic device 1100. As shown here, notification 1150 includes title 1152, message 1154, and options 1156 and 1158. Title 1152 can be a title line associated with notification 1150, such as "Cover art for your eBook has been updated." Similarly, message 1154 can be a message describing the contents of notification 1150. For example, the message can state "Your eBook titled <Title of eBook> has new cover art. Would you like to update the cover art?" In some examples, title 1152 and/or message 1154 can be automatically generated by the online store.

Options 1156 and 1158 can provide the recipient user-selectable options to respond to the message. There can be more or fewer options. For example, the recipient can cancel notification 1150 by selecting option 1156. By cancelling the notification, electronic device 110 does not respond to the notification. However, electronic device 1100 can still respond to notification 1150 at a later point in time through an application on electronic device 1100 that maintains all received notifications. Alternatively, the user can accept the updated album art by selecting option 1158. When the user accepts the updated album art, a notification can be sent from electronic device 1100 to inform the online store of the event. As a result of the event, the online store can transmit the updated album art to electronic device 1100. The online store can also optionally transmit the updated album art to other electronic devices that belong to the user. In some examples, selecting option 1158 can link the user to another application configured to manage the user's media library. The recipient can review the digital media items owned and decide whether to update the cover art.

In other examples, the application of these notifications can be extended past updates for cover art. For example, the same or similar notifications can be configured to notify a customer when an eBook has been updated on the server. An eBook can be updated on the server at particular milestones of the eBook's lifecycle. For instance, an eBook can be updated at milestones such as an official version of the eBook is released, an updated version is released, or addendum is added to the eBook. During these milestones, a new or updated version of the eBook can replace an older version of the eBook. A customer with an older version of the eBook can receive a notification from the server to notify the customer that a new or updated version of the eBook is available for download. If the user wishes to receive the update, the new version is transmitted to the customer's device and replaces the older version. In one example, the older version may no longer be supported by the server and thus, once the update occurs, the older version of the eBook can no longer be retrieved. In other examples, the server can still support older versions of the eBook, thus allowing customers to retrieve different versions of an eBook.

#### Exemplary Methods

FIG. 12 illustrates an exemplary process for preprocessing a digital media item received from a publisher. The process can be stored as computer readable code and performed by a processor, such as a server on an online store. Process 1200 receives a digital media item from a publisher (1210). The

request can include a digital media item such as an eBook, audiobook, or movie, etc. A determination can be made as to whether the received digital media item contains a media cover (1215). If the digital media item does contain a media cover (e.g., personalized media cover), process 1200 can end (1290). The processor can proceed to perform other preprocessing tasks, if any exist. Alternatively if the digital media item does not contain a media cover, process 1200 can proceed to generate a generic graphic as the media cover. Process 1200 can begin by determining whether user settings apply to this digital media item (1225). User settings can be set by a publisher, a user, or the online store to specify certain templates to use for certain eBooks. For example, all eBooks from an author can be specified to use a particular color scheme, a particular template, or use a colors scheme or template from a set of color schemes or templates. As another example, all eBooks of a certain genre can be specified to use a particular color scheme. For instance, user settings can specify that all romance books should be a shade of red or that all books with a theme of deception be a shade of purple. As another example, eBooks of a given status (e.g., pre-ordered, released, etc.) can use a specific theme or set of themes. If user settings do apply to this digital media item, a generic graphic can be generated according to the user settings (1220). If user settings do not exist or do not apply to this particular digital media item, process 1200 can automatically generate the graphic for the media cover. A unique identifier from the digital media item can be retrieved (1230). The unique identifier can be part of metadata associated with the digital media item, such as the UniqueID, ISBN, manifest, or other data associated with the digital media item that remains consistent throughout the lifecycle of the digital media item. The unique identifier or a predefined portion of the unique identifier can be hashed to generate a hash value (1240). In some examples, the hash function used can be random and/or uniformly distributed. This can result in a uniform distribution of generic book covers in the media library of the online store.

Using the hash value, graphic parameters can be selected (1250). A predetermined portion of the hash value can be input into a dictionary and translated into a graphic parameter. For example, the leftmost byte of the hash value can be translated by a dictionary into a template for the generic graphic while the second byte from the left of the hash value can be translated by another dictionary into a color scheme for the generic graphic. After graphic parameters have been selected according to the hash value, a generic graphic can be generated using the graphic parameters (1260). For example, a generic graphic can be generated based on a template and a color scheme. Title and author information can be rendered on top of the generic graphic. In other examples, other media item metadata such as the ISBN, genre, and theme can be rendered on the generic graphic. The generic graphic can be generated at a default resolution, such as the preferred resolution for display on the online store. After the generic graphic is generated, the graphic parameters used to generate the generic graphic can optionally be associated with the generic graphic (1270). In some examples, the graphic parameters do not need to be saved because they are not used by the client to regenerate the generic graphic. For instance if the client device regenerates the generic graphic by using the desired resolution and the UniqueID of the eBook, the graphic parameters do not need to be saved because they can be determined by the client device from the UniqueID. As another example, the client device may not need the graphic parameters because the client device transmits all requests to regenerate a generic graphic to the server. In the embodiments where the graphic parameters are saved, the graphic param-

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eters can be attached as metadata on the generic graphic, thus allowing applications or devices accessing the generic graphic to also gain access to the graphic parameters used in generating the generic graphic. Alternatively, the graphic parameters can be stored separately on the eBook metadata or on a separate file associated with the eBook. The generic graphic can subsequently be embedded as a media cover on the digital media item (1280). If other preprocessing tasks exist, they can then be performed (1290). In other examples, process 1200 can be performed in a different order or with different instructions.

In some embodiments a combination of user settings and a generic graphic can also be used. For example if a setting specifies a color, that color can be used while the rest of the graphic is completed with the generic elements.

FIG. 13 illustrates an exemplary process to regenerate a graphic. Regenerating a graphic can occur on the client device when a generic graphic in a different resolution is desired or on the server-side in response to a client request for the generic graphic in a different resolution. The process can be stored as computer readable code and performed by a processor, such as a server on an online store or a client device. In one example, the client device may regenerate the graphic at the desired resolution when the graphic is requested by the client device. A processor performing the instructions can regenerate a generic graphic associated with a digital media item at a desired resolution according to metadata of the generic graphic. For example, graphic parameters of the generic graphic can be utilized by process 1300 to regenerate the graphic at a desired resolution or size. The library of graphic parameters and instructions on how to process the graphic parameters can be stored in the application or processor executing process 1300, thus allowing process 1300 to generate a generic graphic using one or more of the graphic parameters. Process 1300 begins by receiving a presentation request for a digital media item (1310). The request can come from a client device running the application, another application on the client device, or an online store. A presentation request can be a user request or an application request to present cover art associated with a digital media item.

Process 1300 can proceed to determine the display settings (1320). The display settings can include the screen resolution or the desired resolution or size of the graphic as it is presented on the screen. Afterwards, a determination is made as to whether the graphic is generic (1330). This can include checking a flag or metadata embedded in the graphic. If the graphic is not generic (i.e., the graphic is a personalized graphic that was attached to the digital media item), then process 1300 should present the graphic. The graphic can be resized according to the display settings (1390). If the graphic is generic, a determination is made as to the version of the application (1340). The version of the application can be determined by checking a version field of the application. If the version of the application is 1.0 (or some other predetermined version number), then the application is not configured to regenerate graphics. Thus, process 1300 continues by resizing or rescaling the graphic according to the display settings (1390). This can include upsizing or downsizing the graphic. If the application version is 2.0 (or some other predetermined version number capable of regenerating graphic images), then process 1300 can optionally proceed to resizing and presenting the graphic according to the display settings (1345). The graphic that was received with the digital media item can be temporarily displayed to the user while the graphic is being regenerated according to the display settings. Once the graphic is regenerated presentation of the original graphic can end and be replaced with the newly generated graphic.

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Therefore, the presentation of the digital media item will not be dependent on the regeneration of the graphic since the graphic can be resized and presented to the user while the new graphic is being regenerated. Depending on the amount of time that is needed to regenerate the graphic, step 1345 can be skipped. After optionally presenting the graphic, graphics parameters can be retrieved from metadata of the generic graphic (1350). The graphic parameters received can include the template, color scheme, font, and others. Alternatively, the graphic parameters can be determined based on other metadata of the digital media item. For example, the UniqueID of the digital media item can be processed in a similar fashion as described in FIG. 8. As another example, the title and author of the eBook can be used to locate the digital media item on the server and the UniqueID of the digital media item can be processed in a similar fashion as described in FIG. 8. The generic graphic can then be regenerated according to the display settings and the graphics parameters (1360). For example, display settings may specify that the desired resolution of the graphic is 300 pixels by 200 pixels. However, the graphic associated with the digital media item is 150 pixels by 100 pixels. As a result, the application can regenerate the graphic using the graphics parameters to ensure that the graphic image has the same look but with greater clarity and quality at the larger size of 300 pixels by 200 pixels. Process 1300 can end with the presentation of the resized or regenerated graphic (1370). In some examples, the presentation of the regenerated graphic can replace the presentation of the resized graphic in step 1345. In other examples, process 1200 can be performed in a different order or with different instructions.

FIG. 14 illustrates an exemplary process for preprocessing a digital media item received from a publisher. The preprocessing can be performed by the online store after the digital media item is received from the publisher but before the digital media item is offered for sale. Process 1400 illustrates an exemplary process for bundling cover art. As discussed above, cover art and media cover are synonymous. Both include a graphic that is used to identify a digital media item. The process can be stored as computer readable code and performed by a processor, such as a server on an online store. Process 1400 can be configured as a means to process digital media items as they are received by the online store to ensure that media items belonging to the same bundle contain cover art that appear similar. For example, a bundle can include a title such as "Romeo and Juliet" in multiple formats, such as eBook, audiobook, and movie. As another example, a bundle can include a series of books. Here, process 1400 begins by receiving a digital media item from a publisher (1410). A determination is then made as to whether the digital media item is part of an existing media bundle (1415). In one example, a query can be performed on one or more media libraries accessible by the processor to search for digital media items based on the title, author, or other attribute of the digital media item. In another example, the publisher can specify whether the digital media item belongs to a bundle. For instance, a bundleID field embedded in the digital media item can be used to determine whether the media item belongs to a bundle. A digital media item that does not belong to a bundle can have an empty bundleID field.

If the digital media item is not part of a bundle, the process ends (1420). The digital media item can continue to be normally processed to check the existence of cover art by performing a process similar to process 1200 of FIG. 12. Alternatively if the digital media item is part of a media bundle, the cover art associated with media items in the bundle is retrieved (1430). In one example, a look up table or a hash can

be applied to the bundleID to retrieve a cover art that is associated with media items in the bundle. Media items in the media library that belong to the same bundle can be associated with the same cover art and a hash of the bundleID can return that cover art. In another example, a search can be performed on a media library for media items having the same title, author, or other attributes of the digital media item. For instance, a search can be performed on the media library for media having the same title as the digital media item. The bundle's cover art can be the cover art for a media item in the media library that has the same title as the digital media item.

After the bundle's cover art is retrieved, a determination is made as to whether cover art is associated with the digital media item (1425). This determination can be made by checking the graphic field in the metadata of the digital media item. In one example, the digital media item may not contain cover art when the publisher did not specify cover art for the digital media item. If the digital media item was submitted from the publisher without cover art, the bundle's cover art can be set as the cover art of the digital media item (1440). As described in FIG. 12, generic cover art can be generated for a digital media item that is submitted without cover art. However, it may be desirable to use personalized cover art over automatically generated cover art since personalized cover art was manually selected and thus is likely better representative of the digital media item than generic cover art. In one example, setting the cover art can include copying the bundle's cover art as the digital media item's cover art. In another example, setting the cover art can include storing the UniqueID of a digital media item in the bundle in a field of the digital media item such as a GroupUniqueID field. During processing, the GroupUniqueID can be selected instead of the UniqueID of the digital media item as the unique identifier to use when generating a generic cover. As a result, digital media items in the same bundle can automatically generate the same generic cover when personalized cover art is not provided. After setting the cover art of the digital media item to the bundle's cover art, process 1400 ends (1420).

Alternatively if the digital media item does contain cover art, then a determination is made as to whether the bundle's cover art is personalized (e.g., set by the publisher, user, or other party) (1435). This can be determined by examining a flag or other metadata of the bundle's cover art. If the bundle's cover art is not personalized (i.e., generic cover art) and the digital media item submitted does contain cover art, then the digital media item's cover art is preferred over the bundle's generic cover art that was automatically set by the online store or a client device. Process 1400 can set the cover art of media items in the bundle to the digital media item's cover art (1450). In one example, setting the cover art can include copying the cover art of the digital media item to other media items in the bundle. In another example, setting the cover art can include storing the UniqueID of the digital media item in a special field such as a GroupUniqueID field. During processing, the GroupUniqueID can be selected instead of the UniqueID as the unique identifier to use when generating a generic cover. As a result, digital media items in the same bundle can automatically generate the same generic cover when personalized cover art is not provided. At this point, all media items in the bundle and the digital media item are associated with the same cover art. Since the cover art for media items in the bundle were previously generic and are now have been changed, a notification optionally can be sent to users (1460). The notification can notify users that new cover art is available for download. In some examples, the

notification can be similar to the notification described in FIGS. 10 and 11. After notifications have been sent, process 1400 ends (1490).

If the bundle's cover art is personalized and the digital media item does contain cover art (i.e., both cover arts are personalized), process 1400 determines the cover art that should be applied to the digital media items in the bundle (1470). In one example, the determination can be made based on a hierarchy. The hierarchy may specify an ordering based on the type of digital media. For instance, the hierarchy may specify that cover art from a movie should be selected if available. If movie cover art is not available, then cover art from an eBook should be selected if available. If eBook cover art is not available, then cover art from an audio book should be selected if available. This can continue resulting in a hierarchy of digital media types where cover art associated with a media type higher in the hierarchy takes precedence over cover art associated with a media types lower in the hierarchy. In another example, the determination can be made by selecting the newest cover art. This would result in the cover art of the digital media item being selected over the bundle's cover art. In yet another example, the determination can be made by selecting the oldest cover art. This would result in the bundle's cover art being selected.

Once the determination has been made, process 1400 can set the cover art of the digital media item or the cover art of media items in the bundle to the appropriate cover art based on the determination (1480). If changes were made to the cover art of media items that already exist in the media library (i.e., media items in the bundle), a notification can be optionally sent to users to notify them of the updated cover art (1460). After the notifications have been sent, process 1400 ends (1490).

In other examples, the publisher can submit a digital media item with a bundleID field that is set to a unique identifier of another digital media item. During processing of the cover art of the digital media item, the bundleID, when available, can be used instead of the digital media item's unique identifier. This can result in the generic cover art of the digital media item being substantially similar to the generic cover art of another digital media item. This can be another method of generating similar generic cover art for digital media items that are related.

Embodiments within the scope of the present disclosure may also include tangible and/or non-transitory computer-readable storage media for carrying or having computer-executable instructions or data structures stored thereon. Such non-transitory computer-readable storage media can be any available media that can be accessed by a general purpose or special purpose computer, including the functional design of any special purpose processor as discussed above. By way of example, and not limitation, such non-transitory computer-readable media can include RAM, ROM, EEPROM, CD-ROM or other optical disk storage, magnetic disk storage or other magnetic storage devices, solid state drives, or any other medium which can be used to carry or store desired program code means in the form of computer-executable instructions, data structures, or processor chip design. When information is transferred or provided over a network or another communications connection (either hardwired, wireless, or combination thereof) to a computer, the computer properly views the connection as a computer-readable medium. Thus, any such connection is properly termed a computer-readable medium. Combinations of the above should also be included within the scope of the computer-readable media.

Computer-executable instructions include, for example, instructions and data which cause a general purpose com-

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puter, special purpose computer, or special purpose processing device to perform a certain function or group of functions. Computer-executable instructions also include program modules that are executed by computers in stand-alone or network environments. Generally, program modules include routines, programs, components, data structures, objects, and the functions inherent in the design of special-purpose processors, etc. that perform particular tasks or implement particular abstract data types. Computer-executable instructions, associated data structures, and program modules represent examples of the program code means for executing steps of the methods disclosed herein. The particular sequence of such executable instructions or associated data structures represents examples of corresponding acts for implementing the functions described in such steps.

Those of skill in the art will appreciate that other embodiments of the disclosure may be practiced in network computing environments with many types of computer system configurations, including personal computers, hand-held devices, multi-processor systems, microprocessor-based or programmable consumer electronics, network PCs, mini-computers, mainframe computers, and the like. Embodiments may also be practiced in distributed computing environments where tasks are performed by local and remote processing devices that are linked (either by hardwired links, wireless links, or by a combination thereof) through a communications network. In a distributed computing environment, program modules may be located in both local and remote memory storage devices.

The various embodiments described above are provided by way of illustration only and should not be construed to limit the scope of the disclosure. For example, the principles herein can be applied other types of files to control the secure deletion of those files and other copies of those files from storage. Those skilled in the art will readily recognize various modifications and changes that may be made to the principles described herein without following the example embodiments and applications illustrated and described herein, and without departing from the spirit and scope of the disclosure.

We claim:

1. A computer implemented method, comprising:  
hashing, at a processor, a unique identifier of a digital media item to generate a hash value;  
translating, at the processor, a predetermined portion of the hash value into a graphic parameter configured to specify an attribute of a generic media cover;  
generating, at the processor, a generic graphic according to the graphic parameter;  
modifying, at the processor, the generic graphic based on persistent metadata of the digital media item; and  
generating, at the processor, a generic media cover according to the graphic parameter, the generic media cover including the generic graphic.
2. The computer implemented method of claim 1, wherein the persistent metadata is a page progression direction field identifying the direction in which the pages of the digital media item flip.
3. The computer implemented method of claim 2, wherein modifying the generic graphic includes generating a binding crease on the generic graphic according to the page progression direction field.
4. The computer implemented method of claim 1, wherein the persistent metadata is a writing mode field specifying the direction text flows when presenting the digital media item.

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5. The computer implemented method of claim 4, wherein modifying the generic graphic includes overlaying text on the generic graphic oriented according to the text writing mode field.

6. The computer implemented method of claim 1, wherein the persistent metadata is a primary language field to set a primary language of the digital media item.

7. The computer implemented method of claim 6, wherein modifying the generic graphic includes translating an author name and title into the primary language when the language of the author and title is different than the primary language.

8. A non-transitory computer readable medium comprising computer program code causing a device to perform a method comprising:

- hashing a unique identifier of a digital media item to generate a hash value;
- translating a predetermined portion of the hash value into a graphic parameter configured to specify an attribute of a generic media cover;
- generating a generic graphic according to the graphic parameter;
- modifying the generic graphic based on persistent metadata of the digital media item; and
- generating a generic media cover according to the graphic parameter, the generic media cover including the generic graphic.

9. The computer readable medium of claim 8, wherein the persistent metadata is a page progression direction field identifying the direction in which the pages of the digital media item flip.

10. The computer readable medium of claim 9, wherein modifying the generic graphic includes generating a binding crease on the generic graphic according to the page progression direction field.

11. The computer readable medium of claim 8, wherein the persistent metadata is a writing mode field specifying the direction text flows when presenting the digital media item.

12. The computer readable medium of claim 11, wherein modifying the generic graphic includes overlaying text on the generic graphic oriented according to the text writing mode field.

13. The computer readable medium of claim 8, wherein the persistent metadata is a primary language field to set a primary language of the digital media item.

14. The computer readable medium of claim 13, wherein modifying the generic graphic includes translating an author name and title into the primary language when the language of the author and title is different than the primary language.

15. A system comprising:

- a processor;
- a storage device;
- a memory configured to store instructions for controlling the processor to perform steps comprising:  
hashing a unique identifier of a digital media item to generate a hash value;  
translating a predetermined portion of the hash value into a graphic parameter configured to specify an attribute of a generic media cover;
- generating a generic graphic according to the graphic parameter;
- modifying the generic graphic based on persistent metadata of the digital media item; and
- generating a generic media cover according to the graphic parameter, the generic media cover including the generic graphic.

16. The system of claim 15, wherein the persistent meta-data is a page progression direction field identifying the direction in which the pages of the digital media item flip.

17. The system of claim 16, wherein modifying the generic graphic includes generating a binding crease on the generic graphic according to the page progression direction field. 5

18. The system of claim 15, wherein the persistent meta-data is a writing mode field specifying the direction text flows when presenting the digital media item.

19. The system of claim 18, wherein modifying the generic graphic includes overlaying text on the generic graphic oriented according to the text writing mode field. 10

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